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# Unique solved — scutsky

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

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Filters: none

Count: 3,115

- 1.**  
2193B  
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Quality: 30,124 global accepts · Rating: 800 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy  
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- 2.**  
2193A  
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- 3.**  
2185B  
[Prefix Max](#) · [Tutorial](#)  
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- 4.**  
2185A  
[Perfect Root](#) · [Tutorial](#)  
Quality: 43,108 global accepts · Rating: 800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math  
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- 5.**  
1207A  
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- 6.**  
546A  
[Soldier and Bananas](#) · [Tutorial](#)  
Quality: 235,257 global accepts · Rating: 800 · first AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math  
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- 7.**  
2051B  
[Journey](#) · [Tutorial](#)  
Quality: 39,764 global accepts · Rating: 800 · first AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math  
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- 8.**  
2051A  
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- 9.**  
1591A  
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**10.**

1647A

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Quality: 23,492 global accepts · Rating: 800 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
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**11.**

1982A

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**12.**

2038J

[Waiting for...](#) · [Tutorial](#)

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**13.**

2038N

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Quality: 11,341 global accepts · Rating: 800 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation  
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**14.**

2029A

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**15.**

1767B

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**16.**

1767A

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**17.**

1303A

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**18.**

2035A

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**19.**

2033A

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**20.**

2025A

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**21.**

1680B

[Robots · Tutorial](#)

Quality: 19,086 global accepts · Rating: 800 · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

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**22.**

1680A

[Minimums and Maximums · Tutorial](#)

Quality: 22,353 global accepts · Rating: 800 · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

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**23.**

1743B

[Permutation Value · Tutorial](#)

Quality: 23,194 global accepts · Rating: 800 · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

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**24.**

1743A

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Quality: 29,547 global accepts · Rating: 800 · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, implementation, math

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**25.**

1749A

[Cowardly Rooks · Tutorial](#)

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**26.**

1948A

[Special Characters · Tutorial](#)

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**27.**

2021A

[Meaning Mean · Tutorial](#)

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**28.**

2020A

[Find Minimum Operations · Tutorial](#)

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**29.**

2019A

[Max Plus Size · Tutorial](#)

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**30.**

1506A

[Strange Table · Tutorial](#)

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**31.**

1560B

[Who's Opposite? · Tutorial](#)

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**32.**

1560A

[Dislike of Threes · Tutorial](#)

Quality: 73,518 global accepts · Rating: 800 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: implementation

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**33.**

2014B

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**34.**

2014A

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**35.**

818A

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**36.**

1622A

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**37.**

1671A

[String Building · Tutorial](#)

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**38.**

1728A

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**39.**

2001B

[Generate Permutation · Tutorial](#)

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**40.**

2001A

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**41.**

1009A

[Game Shopping · Tutorial](#)

Quality: 12,311 global accepts · Rating: 800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation

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**42.**

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation

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**43.**

1873D

[1D Eraser](#) · [Tutorial](#)

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**44.**

1873C

[Target Practice](#) · [Tutorial](#)

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**45.**

1873B

[Good Kid](#) · [Tutorial](#)

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**46.**

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,814 global accepts · Rating: 800 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, implementation

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**47.**

1352A

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

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[scutsky's solution](#)

**48.**

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,711 global accepts · Rating: 800 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

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**49.**

1926A

[Vlad and the Best of Five](#) · [Tutorial](#)

Quality: 62,211 global accepts · Rating: 800 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[scutsky's solution](#)

**50.**

1985B

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Quality: 56,781 global accepts · Rating: 800 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[scutsky's solution](#)

**51.**

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,382 global accepts · Rating: 800 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[scutsky's solution](#)

**52.**

2003A

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

Quality: 32,666 global accepts · Rating: 800 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[scutsky's solution](#)

**53.**

2007A

[Dora's Set](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 800 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[scutsky's solution](#)

**54.**

1426A

[Floor Number](#) · [Tutorial](#)

Quality: 54,968 global accepts · Rating: 800 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

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**55.**

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,230 global accepts · Rating: 800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[scutsky's solution](#)

**56.**

2009A

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Quality: 72,981 global accepts · Rating: 800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

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**57.**

2008C

[Longest Good Array](#) · [Tutorial](#)

Quality: 36,484 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

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**58.**

2008B

[Square or Not](#) · [Tutorial](#)

Quality: 32,958 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, strings

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**59.**

2008A

[Sakurako's Exam](#) · [Tutorial](#)

Quality: 41,797 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

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**60.**

1691A

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**61.**

1625A

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**62.**

1657A

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**63.**

1900A

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implementation, strings

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**64.**

1514A

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**65.**

1455A

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**66.**

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 800 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

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**67.**

1697A

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**68.**

2000B

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**69.**

2000A

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**70.**

1574A

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**71.**

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,646 global accepts · Rating: 800 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

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**72.**

1519B

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**73.**

1519A

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**74.**

1999C

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Quality: 41,648 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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**75.**

1999A

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Quality: 83,960 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

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**76.**

1430B

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Quality: 20,279 global accepts · Rating: 800 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

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**77.**

1997A

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Quality: 33,434 global accepts · Rating: 800 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

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**78.**

1296A

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**79.**

1991A

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**80.**

1974B

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**81.**

1996B

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**82.**

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,388 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

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**83.**

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,426 global accepts · Rating: 800 · first AC: 2024-07-25 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

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**84.**

1895B

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

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**85.**

1895A

[Treasure Chest](#) · [Tutorial](#)

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**86.**

1452A

[Robot Program](#) · [Tutorial](#)

Quality: 22,939 global accepts · Rating: 800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: math

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**87.**

1216A

[Prefixes](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: strings

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**88.**

1980B

[Choosing Cubes](#) · [Tutorial](#)

Quality: 38,503 global accepts · Rating: 800 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: sortings

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**89.**

1980A

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

Quality: 47,602 global accepts · Rating: 800 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: math

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**90.**

1569A

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Quality: 26,554 global accepts · Rating: 800 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: implementation

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**91.**

1620A

[Equal or Not Equal](#) · [Tutorial](#)

Quality: 23,155 global accepts · Rating: 800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, implementation

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**92.**

1721A

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Quality: 28,312 global accepts · Rating: 800 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[scutsky's solution](#)

**93.**

954A

[Diagonal Walking](#) · [Tutorial](#)

Quality: 11,047 global accepts · Rating: 800 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation

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**94.**

1312A

[Two Regular Polygons](#) · [Tutorial](#)

Quality: 27,543 global accepts · Rating: 800 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math, number theory

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**95.**

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,960 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

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**96.**

1992A

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**97.**

1234A

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**98.**

1283A

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**99.**

1681B

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**100.**

1681A

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**101.**

1490A

[Dense Array](#) · [Tutorial](#)

Quality: 32,975 global accepts · Rating: 800 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[scutsky's solution](#)

**102.**

1077A

[Frog Jumping](#) · [Tutorial](#)

Quality: 32,253 global accepts · Rating: 800 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: math

[scutsky's solution](#)

**103.**

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[scutsky's solution](#)

**104.**

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[scutsky's solution](#)

**105.**

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,359 global accepts · Rating: 800 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[scutsky's solution](#)

**106.**

1003A

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

Quality: 29,985 global accepts · Rating: 800 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[scutsky's solution](#)

**107.**

988A

[Diverse Team](#) · [Tutorial](#)

Quality: 28,505 global accepts · Rating: 800 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation  
[scutsky's solution](#)

**108.**

978B

[File Name](#) · [Tutorial](#)

Quality: 40,914 global accepts · Rating: 800 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings  
[scutsky's solution](#)

**109.**

978A

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

Quality: 30,740 global accepts · Rating: 800 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[scutsky's solution](#)

**110.**

1249A

[Yet Another Dividing into Teams](#) · [Tutorial](#)

Quality: 23,712 global accepts · Rating: 800 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: math  
[scutsky's solution](#)

**111.**

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,989 global accepts · Rating: 800 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math, sortings  
[scutsky's solution](#)

**112.**

1974A

[Phone Desktop](#) · [Tutorial](#)

Quality: 37,924 global accepts · Rating: 800 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[scutsky's solution](#)

**113.**

1497A

[Meximization](#) · [Tutorial](#)

Quality: 26,098 global accepts · Rating: 800 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings  
[scutsky's solution](#)

**114.**

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,153 global accepts · Rating: 800 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[scutsky's solution](#)

**115.**

1176A

[Divide it!](#) · [Tutorial](#)

Quality: 24,981 global accepts · Rating: 800 · first AC: 2024-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation  
[scutsky's solution](#)

**116.**

1398B

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

Quality: 25,903 global accepts · Rating: 800 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings  
[scutsky's solution](#)

**117.**

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,791 global accepts · Rating: 800 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math  
[scutsky's solution](#)

**118.**

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,443 global accepts · Rating: 800 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: math  
[scutsky's solution](#)

**119.**

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,730 global accepts · Rating: 800 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
[scutsky's solution](#)

**120.**

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,103 global accepts · Rating: 800 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[scutsky's solution](#)

**121.**

1353B

[Two Arrays And Swaps](#) · [Tutorial](#)

Quality: 58,133 global accepts · Rating: 800 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
[scutsky's solution](#)

**122.**

1353A

[Most Unstable Array](#) · [Tutorial](#)

Quality: 44,591 global accepts · Rating: 800 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[scutsky's solution](#)

**123.**

1374A

[Required Remainder](#) · [Tutorial](#)

Quality: 64,193 global accepts · Rating: 800 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: math  
[scutsky's solution](#)

**124.**

1454A

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

Quality: 44,064 global accepts · Rating: 800 · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, probabilities  
[scutsky's solution](#)

**125.**

1971B

[Different String](#) · [Tutorial](#)

Quality: 44,722 global accepts · Rating: 800 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings  
[scutsky's solution](#)

**126.**

1971A

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

Quality: 59,511 global accepts · Rating: 800 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings  
[scutsky's solution](#)

**127.**

1433A

[Boring Apartments](#) · [Tutorial](#)

Quality: 62,659 global accepts · Rating: 800 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[scutsky's solution](#)

**128.**

1311A

[Add Odd or Subtract Even](#) · [Tutorial](#)

Quality: 46,275 global accepts · Rating: 800 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math  
[scutsky's solution](#)

**129.**

1385B

[Restore the Permutation by Merger](#) · [Tutorial](#)

Quality: 39,593 global accepts · Rating: 800 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[scutsky's solution](#)

**130.**

1385A

[Three Pairwise Maximums](#) · [Tutorial](#)

Quality: 43,350 global accepts · Rating: 800 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: math

[scutsky's solution](#)

**131.**

1462B

[Last Year's Substring](#) · [Tutorial](#)

Quality: 29,176 global accepts · Rating: 800 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[scutsky's solution](#)

**132.**

1547B

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

Quality: 27,902 global accepts · Rating: 800 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings

[scutsky's solution](#)

**133.**

1547A

[Shortest Path with Obstacle](#) · [Tutorial](#)

Quality: 32,289 global accepts · Rating: 800 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[scutsky's solution](#)

**134.**

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,184 global accepts · Rating: 800 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[scutsky's solution](#)

**135.**

1690C

[Restoring the Duration of Tasks](#) · [Tutorial](#)

Quality: 28,098 global accepts · Rating: 800 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation

[scutsky's solution](#)

**136.**

1690B

[Array Decrements](#) · [Tutorial](#)

Quality: 26,934 global accepts · Rating: 800 · first AC: 2024-05-05 · last AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[scutsky's solution](#)

**137.**

1538B

[Friends and Candies](#) · [Tutorial](#)

Quality: 33,538 global accepts · Rating: 800 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[scutsky's solution](#)

**138.**

1538A

[Stone Game](#) · [Tutorial](#)

Quality: 40,401 global accepts · Rating: 800 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy

[scutsky's solution](#)

**139.**

1144A

[Diverse Strings](#) · [Tutorial](#)

Quality: 22,028 global accepts · Rating: 800 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[scutsky's solution](#)

**140.**

1968B

[Prefiguence](#) · [Tutorial](#)

Quality: 31,441 global accepts · Rating: 800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers  
[scutsky's solution](#)

**141.**

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,458 global accepts · Rating: 800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory  
[scutsky's solution](#)

**142.**

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,830 global accepts · Rating: 800 · first AC: 2024-05-02 · last AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings  
[scutsky's solution](#)

**143.**

1619B

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

Quality: 32,948 global accepts · Rating: 800 · first AC: 2024-05-02 · last AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[scutsky's solution](#)

**144.**

1118A

[Water Buying](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: math  
[scutsky's solution](#)

**145.**

1095A

[Repeating Cipher](#) · [Tutorial](#)

Quality: 36,494 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[scutsky's solution](#)

**146.**

1092B

[Teams Forming](#) · [Tutorial](#)

Quality: 29,214 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: sortings  
[scutsky's solution](#)

**147.**

1092A

[Uniform String](#) · [Tutorial](#)

Quality: 17,275 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[scutsky's solution](#)

**148.**

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,636 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory  
[scutsky's solution](#)

**149.**

1520A

[Do Not Be Distracted!](#) · [Tutorial](#)

Quality: 58,465 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation  
[scutsky's solution](#)

**150.**

1183A

[Nearest Interesting Number](#) · [Tutorial](#)

Quality: 27,024 global accepts · Rating: 800 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[scutsky's solution](#)

**151.**

1702B

[Polycarp Writes a String from Memory](#) · [Tutorial](#)

Quality: 29,307 global accepts · Rating: 800 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy  
[scutsky's solution](#)

**152.**

1702A

[Round Down the Price](#) · [Tutorial](#)

Quality: 38,180 global accepts · Rating: 800 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[scutsky's solution](#)

**153.**

1335A

[Candies and Two Sisters](#) · [Tutorial](#)

Quality: 104,813 global accepts · Rating: 800 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: math  
[scutsky's solution](#)

**154.**

1462A

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

Quality: 48,979 global accepts · Rating: 800 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: implementation, two pointers  
[scutsky's solution](#)

**155.**

1607A

[Linear Keyboard](#) · [Tutorial](#)

Quality: 40,686 global accepts · Rating: 800 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings  
[scutsky's solution](#)

**156.**

1660B

[Vlad and Candies](#) · [Tutorial](#)

Quality: 29,754 global accepts · Rating: 800 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: math  
[scutsky's solution](#)

**157.**

1660A

[Vasya and Coins](#) · [Tutorial](#)

Quality: 39,205 global accepts · Rating: 800 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[scutsky's solution](#)

**158.**

1611B

[Team Composition: Programmers and Mathematicians](#) · [Tutorial](#)

Quality: 31,919 global accepts · Rating: 800 · first AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math  
[scutsky's solution](#)

**159.**

1611A

[Make Even](#) · [Tutorial](#)

Quality: 33,415 global accepts · Rating: 800 · first AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[scutsky's solution](#)

**160.**

1714C

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

Quality: 33,426 global accepts · Rating: 800 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy  
[scutsky's solution](#)

**161.**

1624A

[Plus One on the Subset](#) · [Tutorial](#)

Quality: 60,284 global accepts · Rating: 800 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: math  
[scutsky's solution](#)

**162.**

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,196 global accepts · Rating: 800 · first AC: 2024-02-19 · last AC: 2024-04-17 · C++20 (GCC 11-64) (first AC) · Tags: math  
[scutsky's solution](#)

**163.**

1005A

[Tanya and Stairways](#) · [Tutorial](#)

Quality: 27,511 global accepts · Rating: 800 · first AC: 2024-04-17 · last AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[scutsky's solution](#)

**164.**

1579A

[Casimir's String Solitaire](#) · [Tutorial](#)

Quality: 42,000 global accepts · Rating: 800 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: math, strings  
[scutsky's solution](#)

**165.**

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,738 global accepts · Rating: 800 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: math  
[scutsky's solution](#)

**166.**

1942A

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

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[scutsky's solution](#)

**167.**

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,907 global accepts · Rating: 800 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[scutsky's solution](#)

**168.**

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,218 global accepts · Rating: 800 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[scutsky's solution](#)

**169.**

1950A

[Stair, Peak, or Neither?](#) · [Tutorial](#)

Quality: 69,458 global accepts · Rating: 800 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[scutsky's solution](#)

**170.**

1618A

[Polycarp and Sums of Subsequences](#) · [Tutorial](#)

Quality: 34,382 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings  
[scutsky's solution](#)

**171.**

1593A

[Elections](#) · [Tutorial](#)

Quality: 41,548 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: math  
[scutsky's solution](#)

**172.**

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,852 global accepts · Rating: 800 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math  
[scutsky's solution](#)

**173.**

1472A

[Cards for Friends](#) · [Tutorial](#)

Quality: 45,526 global accepts · Rating: 800 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[scutsky's solution](#)

**174.**

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,782 global accepts · Rating: 800 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation  
[scutsky's solution](#)

**175.**

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,637 global accepts · Rating: 800 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: math  
[scutsky's solution](#)

**176.**

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,667 global accepts · Rating: 800 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[scutsky's solution](#)

**177.**

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,320 global accepts · Rating: 800 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[scutsky's solution](#)

**178.**

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,763 global accepts · Rating: 800 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[scutsky's solution](#)

**179.**

1840A

[Cipher Shifer](#) · [Tutorial](#)

Quality: 38,054 global accepts · Rating: 800 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings, two pointers  
[scutsky's solution](#)

**180.**

1690A

[Print a Pedestal \(Codeforces logo?\)](#) · [Tutorial](#)

Quality: 35,635 global accepts · Rating: 800 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[scutsky's solution](#)

**181.**

1674B

[Dictionary](#) · [Tutorial](#)

Quality: 29,410 global accepts · Rating: 800 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math  
[scutsky's solution](#)

**182.**

1675A

[Food for Animals](#) · [Tutorial](#)

Quality: 36,810 global accepts · Rating: 800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[scutsky's solution](#)

**183.**

1741B

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

Quality: 26,762 global accepts · Rating: 800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[scutsky's solution](#)

**184.**

1822C

[Bun Lover](#) · [Tutorial](#)

Quality: 24,776 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: math  
[scutsky's solution](#)

**185.**

1822B

[Karina and Array](#) · [Tutorial](#)

Quality: 26,607 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
[scutsky's solution](#)

**186.**

1822A

[TubeTube Feed](#) · [Tutorial](#)

Quality: 26,024 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[scutsky's solution](#)

**187.**

1006A

[Adjacent Replacements](#) · [Tutorial](#)

Quality: 22,874 global accepts · Rating: 800 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[scutsky's solution](#)

**188.**

1846B

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

Quality: 28,918 global accepts · Rating: 800 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings  
[scutsky's solution](#)

**189.**

1941A

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

Quality: 47,702 global accepts · Rating: 800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[scutsky's solution](#)

**190.**

1686B

[Odd Subarrays](#) · [Tutorial](#)

Quality: 19,344 global accepts · Rating: 800 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy  
[scutsky's solution](#)

**191.**

999A

[Mishka and Contest](#) · [Tutorial](#)

Quality: 25,329 global accepts · Rating: 800 · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation  
[scutsky's solution](#)

**192.**

977A

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

Quality: 217,535 global accepts · Rating: 800 · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[scutsky's solution](#)

**193.**

1409A

[Yet Another Two Integers Problem](#) · [Tutorial](#)

Quality: 80,436 global accepts · Rating: 800 · first AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math  
[scutsky's solution](#)

**194.**

837A

[Text Volume](#) · [Tutorial](#)

Quality: 10,091 global accepts · Rating: 800 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[scutsky's solution](#)

**195.**

1933B

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

Quality: 36,275 global accepts · Rating: 800 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory  
[scutsky's solution](#)

**196.**

1933A

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

Quality: 42,111 global accepts · Rating: 800 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings  
[scutsky's solution](#)

**197.**

1706A

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

Quality: 24,255 global accepts · Rating: 800 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings  
[scutsky's solution](#)

**198.**

1932A

[Thorns and Coins](#) · [Tutorial](#)

Quality: 33,901 global accepts · Rating: 800 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation  
[scutsky's solution](#)

**199.**

1929B

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

Quality: 26,731 global accepts · Rating: 800 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math  
[scutsky's solution](#)

**200.**

1929A

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

Quality: 34,945 global accepts · Rating: 800 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[scutsky's solution](#)

**201.**

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,369 global accepts · Rating: 800 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
[scutsky's solution](#)

**202.**

1931A

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

Quality: 39,964 global accepts · Rating: 800 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, strings  
[scutsky's solution](#)

**203.**

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,440 global accepts · Rating: 800 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings  
[scutsky's solution](#)

**204.**

1916A

[2023](#) · [Tutorial](#)

Quality: 28,314 global accepts · Rating: 800 · first AC: 2024-02-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory  
[scutsky's solution](#)

**205.**

1650A

[Deletions of Two Adjacent Letters](#) · [Tutorial](#)

Quality: 37,309 global accepts · Rating: 800 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings  
[scutsky's solution](#)

**206.**

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,374 global accepts · Rating: 800 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[scutsky's solution](#)

**207.**

1920A

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

Quality: 29,560 global accepts · Rating: 800 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math  
[scutsky's solution](#)

**208.**

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,852 global accepts · Rating: 800 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, strings  
[scutsky's solution](#)

**209.**

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,577 global accepts · Rating: 800 · first AC: 2024-01-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation  
[scutsky's solution](#)

**210.**

1921A

[Square](#) · [Tutorial](#)

Quality: 49,598 global accepts · Rating: 800 · first AC: 2024-01-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math  
[scutsky's solution](#)

**211.**

1914B

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

Quality: 33,226 global accepts · Rating: 800 · first AC: 2024-01-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[scutsky's solution](#)

**212.**

1914A

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

Quality: 35,157 global accepts · Rating: 800 · first AC: 2024-01-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings  
[scutsky's solution](#)

**213.**

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,370 global accepts · Rating: 800 · first AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math  
[scutsky's solution](#)

**214.**

1898A

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

Quality: 17,426 global accepts · Rating: 800 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings  
[scutsky's solution](#)

**215.**

1899A

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

Quality: 92,817 global accepts · Rating: 800 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory  
[scutsky's solution](#)

**216.**

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,431 global accepts · Rating: 800 · first AC: 2023-11-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings  
[scutsky's solution](#)

**217.**

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,156 global accepts · Rating: 800 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math  
[scutsky's solution](#)

**218.**

1890B

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

Quality: 18,766 global accepts · Rating: 800 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[scutsky's solution](#)

**219.**

1890A

[Doremy's Paint 3](#) · [Tutorial](#)

Quality: 57,161 global accepts · Rating: 800 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[scutsky's solution](#)

**220.**

1883A

[Morning](#) · [Tutorial](#)

Quality: 29,260 global accepts · Rating: 800 · first AC: 2023-10-24 · C++17 (GCC 9-64) (first AC) · Tags: math  
[scutsky's solution](#)

**221.**

1674A

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

Quality: 27,971 global accepts · Rating: 800 · first AC: 2023-10-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[scutsky's solution](#)

**222.**

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,478 global accepts · Rating: 800 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings  
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**223.**

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,905 global accepts · Rating: 800 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: math  
[scutsky's solution](#)

**224.**

1881A

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

Quality: 59,375 global accepts · Rating: 800 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings  
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**225.**

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[scutsky's solution](#)

**226.**

1877A

[Goals of Victory](#) · [Tutorial](#)

Quality: 52,357 global accepts · Rating: 800 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: math

[scutsky's solution](#)

**227.**

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,416 global accepts · Rating: 800 · first AC: 2023-09-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

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**228.**

1882A

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Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[scutsky's solution](#)

**229.**

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,522 global accepts · Rating: 800 · first AC: 2023-09-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[scutsky's solution](#)

**230.**

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,219 global accepts · Rating: 800 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[scutsky's solution](#)

**231.**

1878A

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

Quality: 78,709 global accepts · Rating: 800 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[scutsky's solution](#)

**232.**

1870A

[MEXanized Array](#) · [Tutorial](#)

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**233.**

1788A

[One and Two](#) · [Tutorial](#)

Quality: 53,037 global accepts · Rating: 800 · first AC: 2023-08-23 · last AC: 2023-09-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

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**234.**

1867A

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

Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

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**235.**

1837A

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**236.**

1839A

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**237.**

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,960 global accepts · Rating: 800 · first AC: 2023-09-02 · last AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive

algorithms, games

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**238.**

1864A

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

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**239.**

1861A

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

[scutsky's solution](#)

**240.**

1863A

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[scutsky's solution](#)

**241.**

1849A

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Quality: 32,116 global accepts · Rating: 800 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

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**242.**

1856A

[Tales of a Sort](#) · [Tutorial](#)

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**243.**

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 55,030 global accepts · Rating: 800 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[scutsky's solution](#)

**244.**

1862A

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**245.**

1792A

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[scutsky's solution](#)

**246.**

1858A

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Quality: 66,371 global accepts · Rating: 800 · first AC: 2023-08-15 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math

[scutsky's solution](#)

**247.**

1859A

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Quality: 54,441 global accepts · Rating: 800 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

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**248.**

1857A

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Quality: 78,944 global accepts · Rating: 800 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
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**249.**

1847A

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Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
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**250.**

1855A

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**251.**

1851B

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**252.**

1851A

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Quality: 31,506 global accepts · Rating: 800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math  
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**253.**

1820A

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Quality: 17,632 global accepts · Rating: 800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
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1853A

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**255.**

1850C

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**256.**

1850B

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**257.**

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,217 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings  
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**258.**

1841A

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**259.**

1846A

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Quality: 34,783 global accepts · Rating: 800 · first AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math  
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**260.**

1834A

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**261.**

1836A

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**262.**

1842A

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**263.**

1825A

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**264.**

1843C

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**265.**

1843B

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Quality: 32,104 global accepts · Rating: 800 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, two pointers  
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**266.**

1843A

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

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**267.**

1845A

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**268.**

1833C

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**269.**

1833A

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**270.**

1829C

[Mr. Perfectly Fine](#) · [Tutorial](#)

Quality: 32,459 global accepts · Rating: 800 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation  
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**271.**

1829B

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**272.**

1829A

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**273.**

1818A

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Quality: 14,387 global accepts · Rating: 800 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
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1823A

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Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math  
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1816A

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**276.**

1797A

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Quality: 19,486 global accepts · Rating: 800 · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation  
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1814A

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**278.**

1811A

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**279.**

1805A

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1787A

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**281.**

1741A

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**282.**

1733A

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1766A

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**284.**

1744B

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1744A

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Quality: 28,779 global accepts · Rating: 800 · first AC: 2023-03-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation  
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**286.**

1783A

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Quality: 48,758 global accepts · Rating: 800 · first AC: 2023-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, sortings  
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**287.**

1809A

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**288.**

1777A

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**289.**

1795A

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**290.**

1806A

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**291.**

1807C

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**292.**

1807B

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**293.**

1807A

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**294.**

1703C

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**295.**

1703B

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**296.**

1703A

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**297.**

1669C

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[scutsky's solution](#)

**298.**

1669B

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**299.**

1669A

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**300.**

1676C

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[scutsky's solution](#)

**301.**

1676B

[Equal Candies](#) · [Tutorial](#)

Quality: 60,652 global accepts · Rating: 800 · first AC: 2023-03-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[scutsky's solution](#)

**302.**

1676A

[Lucky?](#) · [Tutorial](#)

Quality: 87,439 global accepts · Rating: 800 · first AC: 2023-03-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[scutsky's solution](#)

**303.**

1800A

[Is It a Cat? · Tutorial](#)

Quality: 36,605 global accepts · Rating: 800 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[scutsky's solution](#)

**304.**

1692C

[Where's the Bishop? · Tutorial](#)

Quality: 38,919 global accepts · Rating: 800 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[scutsky's solution](#)

**305.**

1692B

[All Distinct · Tutorial](#)

Quality: 39,438 global accepts · Rating: 800 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[scutsky's solution](#)

**306.**

1692A

[Marathon · Tutorial](#)

Quality: 85,766 global accepts · Rating: 800 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[scutsky's solution](#)

**307.**

1722C

[Word Game · Tutorial](#)

Quality: 36,182 global accepts · Rating: 800 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[scutsky's solution](#)

**308.**

1722B

[Colourblindness · Tutorial](#)

Quality: 56,466 global accepts · Rating: 800 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[scutsky's solution](#)

**309.**

1722A

[Spell Check · Tutorial](#)

Quality: 65,646 global accepts · Rating: 800 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[scutsky's solution](#)

**310.**

1791A

[Codeforces Checking · Tutorial](#)

Quality: 80,640 global accepts · Rating: 800 · first AC: 2023-02-03 · last AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[scutsky's solution](#)

**311.**

1791C

[Prepend and Append · Tutorial](#)

Quality: 74,210 global accepts · Rating: 800 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[scutsky's solution](#)

**312.**

1791B

[Following Directions · Tutorial](#)

Quality: 52,665 global accepts · Rating: 800 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[scutsky's solution](#)

**313.**

1790B

[Taisia and Dice · Tutorial](#)

Quality: 28,997 global accepts · Rating: 800 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[scutsky's solution](#)

**314.**

1790A

[Polycarp and the Day of Pi](#) · [Tutorial](#)

Quality: 41,055 global accepts · Rating: 800 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, strings

[scutsky's solution](#)

**315.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,020 global accepts · Rating: 800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[scutsky's solution](#)

**316.**

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[scutsky's solution](#)

**317.**

1437A

[Marketing Scheme](#) · [Tutorial](#)

Quality: 18,467 global accepts · Rating: 800 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[scutsky's solution](#)

**318.**

1445A

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

Quality: 20,364 global accepts · Rating: 800 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[scutsky's solution](#)

**319.**

1433B

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

Quality: 29,855 global accepts · Rating: 800 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[scutsky's solution](#)

**320.**

1772B

[Matrix Rotation](#) · [Tutorial](#)

Quality: 33,101 global accepts · Rating: 800 · first AC: 2022-12-18 · last AC: 2022-12-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[scutsky's solution](#)

**321.**

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,437 global accepts · Rating: 800 · first AC: 2022-12-18 · last AC: 2022-12-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[scutsky's solution](#)

**322.**

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,105 global accepts · Rating: 800 · first AC: 2022-12-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[scutsky's solution](#)

**323.**

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,332 global accepts · Rating: 800 · first AC: 2022-12-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[scutsky's solution](#)

**324.**

1501A

[Alexey and Train](#) · [Tutorial](#)

Quality: 12,230 global accepts · Rating: 800 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[scutsky's solution](#)

**325.**

1512B

[Almost Rectangle](#) · [Tutorial](#)

Quality: 26,530 global accepts · Rating: 800 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[scutsky's solution](#)

**326.**

1512A

[Spy Detected!](#) · [Tutorial](#)

Quality: 80,123 global accepts · Rating: 800 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation  
[scutsky's solution](#)

**327.**

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,826 global accepts · Rating: 800 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings  
[scutsky's solution](#)

**328.**

1760B

[Atilla's Favorite Problem](#) · [Tutorial](#)

Quality: 53,349 global accepts · Rating: 800 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings  
[scutsky's solution](#)

**329.**

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,950 global accepts · Rating: 800 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings  
[scutsky's solution](#)

**330.**

2185C

[Shifted MEX](#) · [Tutorial](#)

Quality: 28,999 global accepts · Rating: 900 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings  
[scutsky's solution](#)

**331.**

1591B

[Array Eversion](#) · [Tutorial](#)

Rating: 900 · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy  
[scutsky's solution](#)

**332.**

2026A

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

Quality: 20,265 global accepts · Rating: 900 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math  
[scutsky's solution](#)

**333.**

2035B

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

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[scutsky's solution](#)

**334.**

2033B

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

Quality: 28,847 global accepts · Rating: 900 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy  
[scutsky's solution](#)

**335.**

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,583 global accepts · Rating: 900 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[scutsky's solution](#)

**336.**

1879B

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

Quality: 25,079 global accepts · Rating: 900 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[scutsky's solution](#)

**337.**

1141B

[Maximal Continuous Rest](#) · [Tutorial](#)

Quality: 23,080 global accepts · Rating: 900 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[scutsky's solution](#)

**338.**

2005A

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

Quality: 26,248 global accepts · Rating: 900 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[scutsky's solution](#)

**339.**

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,493 global accepts · Rating: 900 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: strings

[scutsky's solution](#)

**340.**

2007B

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

Quality: 25,609 global accepts · Rating: 900 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[scutsky's solution](#)

**341.**

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 900 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[scutsky's solution](#)

**342.**

387A

[George and Sleep](#) · [Tutorial](#)

Quality: 10,544 global accepts · Rating: 900 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[scutsky's solution](#)

**343.**

1900B

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

Quality: 20,474 global accepts · Rating: 900 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[scutsky's solution](#)

**344.**

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,906 global accepts · Rating: 900 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[scutsky's solution](#)

**345.**

1837B

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

Quality: 50,120 global accepts · Rating: 900 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[scutsky's solution](#)

**346.**

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,813 global accepts · Rating: 900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, implementation  
[scutsky's solution](#)

**347.**

129A

[Cookies](#) · [Tutorial](#)

Quality: 25,211 global accepts · Rating: 900 · first AC: 2024-08-08 · last AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[scutsky's solution](#)

**348.**

1430A

[Number of Apartments](#) · [Tutorial](#)

Quality: 21,755 global accepts · Rating: 900 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math  
[scutsky's solution](#)

**349.**

1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,076 global accepts · Rating: 900 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings  
[scutsky's solution](#)

**350.**

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: math  
[scutsky's solution](#)

**351.**

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,085 global accepts · Rating: 900 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: math  
[scutsky's solution](#)

**352.**

1216B

[Shooting](#) · [Tutorial](#)

Quality: 19,680 global accepts · Rating: 900 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings  
[scutsky's solution](#)

**353.**

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,453 global accepts · Rating: 900 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[scutsky's solution](#)

**354.**

1988A

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

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math  
[scutsky's solution](#)

**355.**

1992C

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

Quality: 33,273 global accepts · Rating: 900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[scutsky's solution](#)

**356.**

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,604 global accepts · Rating: 900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: math

[scutsky's solution](#)

**357.**

893A

[Chess For Three](#) · [Tutorial](#)

Quality: 11,055 global accepts · Rating: 900 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[scutsky's solution](#)

**358.**

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,397 global accepts · Rating: 900 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[scutsky's solution](#)

**359.**

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation, number theory

[scutsky's solution](#)

**360.**

1374B

[Multiply by 2, divide by 6](#) · [Tutorial](#)

Quality: 71,594 global accepts · Rating: 900 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: math

[scutsky's solution](#)

**361.**

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,451 global accepts · Rating: 900 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[scutsky's solution](#)

**362.**

1971C

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

Quality: 41,582 global accepts · Rating: 900 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[scutsky's solution](#)

**363.**

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,607 global accepts · Rating: 900 · first AC: 2024-05-10 · last AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[scutsky's solution](#)

**364.**

1593B

[Make it Divisible by 25](#) · [Tutorial](#)

Quality: 40,658 global accepts · Rating: 900 · first AC: 2024-05-08 · last AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, math

[scutsky's solution](#)

**365.**

1872B

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

Quality: 30,501 global accepts · Rating: 900 · first AC: 2024-05-05 · last AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[scutsky's solution](#)

**366.**

1144B

[Parity Alternated Deletions](#) · [Tutorial](#)

Quality: 18,338 global accepts · Rating: 900 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[scutsky's solution](#)

**367.**

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,459 global accepts · Rating: 900 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: math

[scutsky's solution](#)

**368.**

1095B

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

Quality: 24,340 global accepts · Rating: 900 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[scutsky's solution](#)

**369.**

1183B

[Equalize Prices](#) · [Tutorial](#)

Quality: 19,697 global accepts · Rating: 900 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: math

[scutsky's solution](#)

**370.**

1335B

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

Quality: 42,600 global accepts · Rating: 900 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[scutsky's solution](#)

**371.**

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,961 global accepts · Rating: 900 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[scutsky's solution](#)

**372.**

1005B

[Delete from the Left](#) · [Tutorial](#)

Quality: 27,389 global accepts · Rating: 900 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[scutsky's solution](#)

**373.**

1197A

[DIY Wooden Ladder](#) · [Tutorial](#)

Quality: 14,036 global accepts · Rating: 900 · first AC: 2024-04-07 · last AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[scutsky's solution](#)

**374.**

1945B

[Fireworks](#) · [Tutorial](#)

Quality: 26,209 global accepts · Rating: 900 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[scutsky's solution](#)

**375.**

1714A

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

Quality: 32,902 global accepts · Rating: 900 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[scutsky's solution](#)

**376.**

1675B

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

Quality: 43,303 global accepts · Rating: 900 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[scutsky's solution](#)

**377.**

1941C

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

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

[scutsky's solution](#)

**378.**

999B

[Reversing Encryption](#) · [Tutorial](#)

Quality: 19,432 global accepts · Rating: 900 · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[scutsky's solution](#)

**379.**

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,795 global accepts · Rating: 900 · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings  
[scutsky's solution](#)

**380.**

1475B

[New Year's Number](#) · [Tutorial](#)

Quality: 57,266 global accepts · Rating: 900 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math  
[scutsky's solution](#)

**381.**

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,848 global accepts · Rating: 900 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[scutsky's solution](#)

**382.**

1927B

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

Quality: 38,140 global accepts · Rating: 900 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings  
[scutsky's solution](#)

**383.**

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,028 global accepts · Rating: 900 · first AC: 2024-02-05 · C++17 (GCC 9-64) (first AC) · Tags: math  
[scutsky's solution](#)

**384.**

580A

[Kefa and First Steps](#) · [Tutorial](#)

Quality: 104,707 global accepts · Rating: 900 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation  
[scutsky's solution](#)

**385.**

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,998 global accepts · Rating: 900 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: math  
[scutsky's solution](#)

**386.**

1918B

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

Quality: 27,026 global accepts · Rating: 900 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings  
[scutsky's solution](#)

**387.**

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,605 global accepts · Rating: 900 · first AC: 2024-01-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math  
[scutsky's solution](#)

**388.**

903A

[Hungry Student Problem](#) · [Tutorial](#)

Quality: 15,517 global accepts · Rating: 900 · first AC: 2023-11-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation  
[scutsky's solution](#)

**389.**

1883B

[Chemistry](#) · [Tutorial](#)

Quality: 59,710 global accepts · Rating: 900 · first AC: 2023-10-24 · C++17 (GCC 9-64) (first AC) · Tags: strings  
[scutsky's solution](#)

**390.**

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,714 global accepts · Rating: 900 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: math  
[scutsky's solution](#)

**391.**

1878C

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

Quality: 57,671 global accepts · Rating: 900 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: math  
[scutsky's solution](#)

**392.**

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,222 global accepts · Rating: 900 · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: math  
[scutsky's solution](#)

**393.**

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,082 global accepts · Rating: 900 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[scutsky's solution](#)

**394.**

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[scutsky's solution](#)

**395.**

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,576 global accepts · Rating: 900 · first AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings  
[scutsky's solution](#)

**396.**

1855B

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

Quality: 44,948 global accepts · Rating: 900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory  
[scutsky's solution](#)

**397.**

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,835 global accepts · Rating: 900 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings  
[scutsky's solution](#)

**398.**

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,707 global accepts · Rating: 900 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math  
[scutsky's solution](#)

**399.**

1833B

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

Quality: 29,623 global accepts · Rating: 900 · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[scutsky's solution](#)

**400.**

1818B

[Indivisible](#) · [Tutorial](#)

Quality: 17,052 global accepts · Rating: 900 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[scutsky's solution](#)

**401.**

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 900 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[scutsky's solution](#)

**402.**

1771A

[Hossam and Combinatorics](#) · [Tutorial](#)

Quality: 25,303 global accepts · Rating: 900 · first AC: 2023-04-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings

[scutsky's solution](#)

**403.**

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 900 · first AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

[scutsky's solution](#)

**404.**

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-03-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy

[scutsky's solution](#)

**405.**

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,742 global accepts · Rating: 900 · first AC: 2023-03-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[scutsky's solution](#)

**406.**

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,785 global accepts · Rating: 900 · first AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[scutsky's solution](#)

**407.**

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 900 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[scutsky's solution](#)

**408.**

1313A

[Fast Food Restaurant](#) · [Tutorial](#)

Quality: 16,232 global accepts · Rating: 900 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[scutsky's solution](#)

**409.**

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,094 global accepts · Rating: 900 · first AC: 2022-12-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[scutsky's solution](#)

**410.**

1501B

[Napoleon Cake](#) · [Tutorial](#)

Quality: 21,078 global accepts · Rating: 900 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, sortings

[scutsky's solution](#)

**411.**

2193C

[Replace and Sum](#) · [Tutorial](#)

Quality: 28,730 global accepts · Rating: 1000 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy  
[scutsky's solution](#)

**412.**

2051C

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

Quality: 28,015 global accepts · Rating: 1000 · first AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[scutsky's solution](#)

**413.**

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[scutsky's solution](#)

**414.**

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,526 global accepts · Rating: 1000 · first AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[scutsky's solution](#)

**415.**

1203A

[Circle of Students](#) · [Tutorial](#)

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[scutsky's solution](#)

**416.**

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,482 global accepts · Rating: 1000 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[scutsky's solution](#)

**417.**

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,277 global accepts · Rating: 1000 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: strings

[scutsky's solution](#)

**418.**

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,114 global accepts · Rating: 1000 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[scutsky's solution](#)

**419.**

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,323 global accepts · Rating: 1000 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[scutsky's solution](#)

**420.**

2000C

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

Quality: 31,429 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[scutsky's solution](#)

**421.**

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,164 global accepts · Rating: 1000 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math  
[scutsky's solution](#)

**422.**

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,750 global accepts · Rating: 1000 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation  
[scutsky's solution](#)

**423.**

1620B

[Triangles on a Rectangle](#) · [Tutorial](#)

Quality: 31,483 global accepts · Rating: 1000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math  
[scutsky's solution](#)

**424.**

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,880 global accepts · Rating: 1000 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[scutsky's solution](#)

**425.**

1165B

[Polycarp Training](#) · [Tutorial](#)

Quality: 24,291 global accepts · Rating: 1000 · first AC: 2024-07-15 · last AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings  
[scutsky's solution](#)

**426.**

1234B1

[Social Network \(easy version\)](#) · [Tutorial](#)

Quality: 19,769 global accepts · Rating: 1000 · first AC: 2024-07-11 · last AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[scutsky's solution](#)

**427.**

893B

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

Quality: 12,665 global accepts · Rating: 1000 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation  
[scutsky's solution](#)

**428.**

1490B

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

Quality: 27,901 global accepts · Rating: 1000 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math  
[scutsky's solution](#)

**429.**

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,437 global accepts · Rating: 1000 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy  
[scutsky's solution](#)

**430.**

978C

[Letters](#) · [Tutorial](#)

Quality: 29,826 global accepts · Rating: 1000 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, two pointers  
[scutsky's solution](#)

**431.**

1249B1

[Books Exchange \(easy version\) · Tutorial](#)

Quality: 22,293 global accepts · Rating: 1000 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: dsu, math  
[scutsky's solution](#)

**432.**

1986B

[Matrix Stabilization · Tutorial](#)

Quality: 30,134 global accepts · Rating: 1000 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings  
[scutsky's solution](#)

**433.**

1133A

[Middle of the Contest · Tutorial](#)

Quality: 19,707 global accepts · Rating: 1000 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[scutsky's solution](#)

**434.**

1849B

[Monsters · Tutorial](#)

Quality: 44,388 global accepts · Rating: 1000 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings  
[scutsky's solution](#)

**435.**

1353C

[Board Moves · Tutorial](#)

Quality: 38,849 global accepts · Rating: 1000 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: math  
[scutsky's solution](#)

**436.**

1374C

[Move Brackets · Tutorial](#)

Quality: 63,946 global accepts · Rating: 1000 · first AC: 2024-05-13 · last AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings  
[scutsky's solution](#)

**437.**

1593C

[Save More Mice · Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2024-05-08 · last AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy  
[scutsky's solution](#)

**438.**

1579E1

[Permutation Minimization by Deque · Tutorial](#)

Quality: 25,205 global accepts · Rating: 1000 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[scutsky's solution](#)

**439.**

1144C

[Two Shuffled Sequences · Tutorial](#)

Quality: 16,365 global accepts · Rating: 1000 · first AC: 2024-05-03 · last AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings  
[scutsky's solution](#)

**440.**

1968C

[Assembly via Remainders · Tutorial](#)

Quality: 29,265 global accepts · Rating: 1000 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory  
[scutsky's solution](#)

**441.**

1607C

[Minimum Extraction](#) · [Tutorial](#)

Quality: 26,837 global accepts · Rating: 1000 · first AC: 2024-04-30 · last AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings

[scutsky's solution](#)

**442.**

1520C

[Not Adjacent Matrix](#) · [Tutorial](#)

Quality: 34,544 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[scutsky's solution](#)

**443.**

1702D

[Not a Cheap String](#) · [Tutorial](#)

Quality: 25,937 global accepts · Rating: 1000 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[scutsky's solution](#)

**444.**

1611C

[Polycarp Recovers the Permutation](#) · [Tutorial](#)

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2024-04-18 · last AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[scutsky's solution](#)

**445.**

1955B

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

Quality: 32,266 global accepts · Rating: 1000 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

[scutsky's solution](#)

**446.**

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2024-04-07 · last AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[scutsky's solution](#)

**447.**

1674C

[Infinite Replacement](#) · [Tutorial](#)

Quality: 26,357 global accepts · Rating: 1000 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, strings

[scutsky's solution](#)

**448.**

118A

[String Task](#) · [Tutorial](#)

Quality: 231,473 global accepts · Rating: 1000 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[scutsky's solution](#)

**449.**

118B

[Present from Lena](#) · [Tutorial](#)

Quality: 34,585 global accepts · Rating: 1000 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[scutsky's solution](#)

**450.**

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,756 global accepts · Rating: 1000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[scutsky's solution](#)

**451.**

766A

[Mahmoud and Longest Uncommon Subsequence](#) · [Tutorial](#)

Quality: 34,548 global accepts · Rating: 1000 · first AC: 2024-03-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings  
[scutsky's solution](#)

**452.**

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[scutsky's solution](#)

**453.**

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,890 global accepts · Rating: 1000 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math  
[scutsky's solution](#)

**454.**

1927C

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

Quality: 31,570 global accepts · Rating: 1000 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math  
[scutsky's solution](#)

**455.**

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,914 global accepts · Rating: 1000 · first AC: 2024-02-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory  
[scutsky's solution](#)

**456.**

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,580 global accepts · Rating: 1000 · first AC: 2024-02-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, math  
[scutsky's solution](#)

**457.**

766B

[Mahmoud and a Triangle](#) · [Tutorial](#)

Quality: 38,357 global accepts · Rating: 1000 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings  
[scutsky's solution](#)

**458.**

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,890 global accepts · Rating: 1000 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math  
[scutsky's solution](#)

**459.**

1690D

[Black and White Stripe](#) · [Tutorial](#)

Quality: 47,057 global accepts · Rating: 1000 · first AC: 2024-01-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, two pointers  
[scutsky's solution](#)

**460.**

1907B

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

Quality: 30,385 global accepts · Rating: 1000 · first AC: 2024-01-17 · last AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, strings  
[scutsky's solution](#)

**461.**

628A

[Tennis Tournament](#) · [Tutorial](#)

Quality: 7,077 global accepts · Rating: 1000 · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math  
[scutsky's solution](#)

**462.**

1883C

[Raspberries](#) · [Tutorial](#)

Quality: 50,201 global accepts · Rating: 1000 · first AC: 2023-10-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, math  
[scutsky's solution](#)

**463.**

1877B

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

Rating: 1000 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings  
[scutsky's solution](#)

**464.**

1844B

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

Quality: 20,248 global accepts · Rating: 1000 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[scutsky's solution](#)

**465.**

1861B

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

Quality: 24,007 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[scutsky's solution](#)

**466.**

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,588 global accepts · Rating: 1000 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers  
[scutsky's solution](#)

**467.**

1784A

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

Quality: 17,138 global accepts · Rating: 1000 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy  
[scutsky's solution](#)

**468.**

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[scutsky's solution](#)

**469.**

1859B

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

Quality: 43,920 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[scutsky's solution](#)

**470.**

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, two pointers  
[scutsky's solution](#)

**471.**

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,878 global accepts · Rating: 1000 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[scutsky's solution](#)

**472.**

1841B

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

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[scutsky's solution](#)

**473.**

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-07-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[scutsky's solution](#)

**474.**

1825B

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

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[scutsky's solution](#)

**475.**

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,170 global accepts · Rating: 1000 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[scutsky's solution](#)

**476.**

1816B

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

Quality: 16,691 global accepts · Rating: 1000 · first AC: 2023-04-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[scutsky's solution](#)

**477.**

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[scutsky's solution](#)

**478.**

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2023-03-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[scutsky's solution](#)

**479.**

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,111 global accepts · Rating: 1000 · first AC: 2023-03-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, two pointers

[scutsky's solution](#)

**480.**

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[scutsky's solution](#)

**481.**

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2023-03-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[scutsky's solution](#)

**482.**

1800C1

[Powering the Hero \(easy version\)](#) · [Tutorial](#)

Quality: 26,987 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy  
[scutsky's solution](#)

**483.**

1800B

[Count the Number of Pairs](#) · [Tutorial](#)

Quality: 28,416 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings  
[scutsky's solution](#)

**484.**

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,278 global accepts · Rating: 1000 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings  
[scutsky's solution](#)

**485.**

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math  
[scutsky's solution](#)

**486.**

1447B

[Numbers Box](#) · [Tutorial](#)

Quality: 26,461 global accepts · Rating: 1000 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[scutsky's solution](#)

**487.**

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,060 global accepts · Rating: 1000 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings  
[scutsky's solution](#)

**488.**

1772C

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

Quality: 26,143 global accepts · Rating: 1000 · first AC: 2022-12-18 · last AC: 2022-12-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[scutsky's solution](#)

**489.**

157B

[Trace](#) · [Tutorial](#)

Quality: 14,187 global accepts · Rating: 1000 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings  
[scutsky's solution](#)

**490.**

1760D

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

Quality: 27,018 global accepts · Rating: 1000 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers  
[scutsky's solution](#)

**491.**

2193D

[Monster Game](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 1100 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings, two pointers  
[scutsky's solution](#)

**492.**

2185D

[OutOfMemoryError](#) · [Tutorial](#)

Quality: 20,694 global accepts · Rating: 1100 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, two pointers  
[scutsky's solution](#)

**493.**

2112B

[Shrinking Array](#) · [Tutorial](#)

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

**494.**

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1100 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[scutsky's solution](#)

**495.**

2036C

[Anya and 1100](#) · [Tutorial](#)

Quality: 22,203 global accepts · Rating: 1100 · first AC: 2024-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation  
[scutsky's solution](#)

**496.**

2025B

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

Quality: 19,618 global accepts · Rating: 1100 · first AC: 2024-10-19 · last AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math  
[scutsky's solution](#)

**497.**

1743C

[Save the Magazines](#) · [Tutorial](#)

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy  
[scutsky's solution](#)

**498.**

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation  
[scutsky's solution](#)

**499.**

2014C

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

Quality: 27,460 global accepts · Rating: 1100 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math  
[scutsky's solution](#)

**500.**

2009C

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

Quality: 33,014 global accepts · Rating: 1100 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[scutsky's solution](#)

**501.**

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,447 global accepts · Rating: 1100 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, dsu, graphs, math  
[scutsky's solution](#)

**502.**

1625B

[Elementary Particles](#) · [Tutorial](#)

Quality: 16,860 global accepts · Rating: 1100 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings  
[scutsky's solution](#)

**503.**

463B

[Caisa and Pylons](#) · [Tutorial](#)

Quality: 29,968 global accepts · Rating: 1100 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math  
[scutsky's solution](#)

**504.**

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[scutsky's solution](#)

**505.**

1574B

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

Quality: 18,222 global accepts · Rating: 1100 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math  
[scutsky's solution](#)

**506.**

1976B

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

Quality: 25,082 global accepts · Rating: 1100 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[scutsky's solution](#)

**507.**

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings  
[scutsky's solution](#)

**508.**

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,434 global accepts · Rating: 1100 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy  
[scutsky's solution](#)

**509.**

1997B

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

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers  
[scutsky's solution](#)

**510.**

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,929 global accepts · Rating: 1100 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math  
[scutsky's solution](#)

**511.**

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,557 global accepts · Rating: 1100 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation  
[scutsky's solution](#)

**512.**

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,829 global accepts · Rating: 1100 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math  
[scutsky's solution](#)

**513.**

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,289 global accepts · Rating: 1100 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: sortings, strings  
[scutsky's solution](#)

**514.**

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,026 global accepts · Rating: 1100 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings  
[scutsky's solution](#)

**515.**

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2024-05-23 · last AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings  
[scutsky's solution](#)

**516.**

1360C

[Similar Pairs](#) · [Tutorial](#)

Quality: 36,786 global accepts · Rating: 1100 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, sortings  
[scutsky's solution](#)

**517.**

1176B

[Merge it!](#) · [Tutorial](#)

Quality: 18,332 global accepts · Rating: 1100 · first AC: 2024-05-19 · C++17 (GCC 7-32) (first AC) · Tags: math  
[scutsky's solution](#)

**518.**

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,515 global accepts · Rating: 1100 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation  
[scutsky's solution](#)

**519.**

1324B

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

Quality: 30,795 global accepts · Rating: 1100 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings  
[scutsky's solution](#)

**520.**

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,562 global accepts · Rating: 1100 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, sortings, strings  
[scutsky's solution](#)

**521.**

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,804 global accepts · Rating: 1100 · first AC: 2024-05-08 · last AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory  
[scutsky's solution](#)

**522.**

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1100 · first AC: 2024-05-08 · last AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation  
[scutsky's solution](#)

**523.**

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,291 global accepts · Rating: 1100 · first AC: 2024-05-07 · last AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[scutsky's solution](#)

**524.**

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers  
[scutsky's solution](#)

**525.**

1165A

[Remainder](#) · [Tutorial](#)

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[scutsky's solution](#)

**526.**

1157A

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

Quality: 16,566 global accepts · Rating: 1100 · first AC: 2024-04-30 · last AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[scutsky's solution](#)

**527.**

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1100 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, shortest paths  
[scutsky's solution](#)

**528.**

1702C

[Train and Queries](#) · [Tutorial](#)

Quality: 25,124 global accepts · Rating: 1100 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy  
[scutsky's solution](#)

**529.**

1335C

[Two Teams Composing](#) · [Tutorial](#)

Quality: 38,970 global accepts · Rating: 1100 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, sortings  
[scutsky's solution](#)

**530.**

1624C

[Division by Two and Permutation](#) · [Tutorial](#)

Quality: 26,838 global accepts · Rating: 1100 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math  
[scutsky's solution](#)

**531.**

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,888 global accepts · Rating: 1100 · first AC: 2024-04-15 · last AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings  
[scutsky's solution](#)

**532.**

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[scutsky's solution](#)

**533.**

1950D

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

Quality: 26,498 global accepts · Rating: 1100 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, number theory  
[scutsky's solution](#)

**534.**

1741C

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

Quality: 19,362 global accepts · Rating: 1100 · first AC: 2024-03-27 · last AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, two pointers

[scutsky's solution](#)

**535.**

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,927 global accepts · Rating: 1100 · first AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[scutsky's solution](#)

**536.**

1933C

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

Quality: 25,373 global accepts · Rating: 1100 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory

[scutsky's solution](#)

**537.**

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 1100 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: number theory

[scutsky's solution](#)

**538.**

1119A

[Ilya and a Colorful Walk](#) · [Tutorial](#)

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2024-02-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[scutsky's solution](#)

**539.**

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,613 global accepts · Rating: 1100 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, implementation, number theory

[scutsky's solution](#)

**540.**

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,346 global accepts · Rating: 1100 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs

[scutsky's solution](#)

**541.**

368B

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

Quality: 49,907 global accepts · Rating: 1100 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[scutsky's solution](#)

**542.**

706B

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

Quality: 84,481 global accepts · Rating: 1100 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation

[scutsky's solution](#)

**543.**

363B

[Fence](#) · [Tutorial](#)

Quality: 67,095 global accepts · Rating: 1100 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[scutsky's solution](#)

**544.**

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,513 global accepts · Rating: 1100 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation  
[scutsky's solution](#)

**545.**

675A

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

Quality: 15,575 global accepts · Rating: 1100 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: math  
[scutsky's solution](#)

**546.**

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,984 global accepts · Rating: 1100 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory  
[scutsky's solution](#)

**547.**

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings  
[scutsky's solution](#)

**548.**

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,408 global accepts · Rating: 1100 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: math  
[scutsky's solution](#)

**549.**

1921D

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

Quality: 24,279 global accepts · Rating: 1100 · first AC: 2024-01-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, two pointers  
[scutsky's solution](#)

**550.**

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,544 global accepts · Rating: 1100 · first AC: 2024-01-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math  
[scutsky's solution](#)

**551.**

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,952 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math  
[scutsky's solution](#)

**552.**

1899B

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

Quality: 33,371 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, number theory  
[scutsky's solution](#)

**553.**

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,881 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers  
[scutsky's solution](#)

**554.**

938B

[Run For Your Prize](#) · [Tutorial](#)

Quality: 9,303 global accepts · Rating: 1100 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy  
[scutsky's solution](#)

**555.**

609B

[The Best Gift](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 1100 · first AC: 2023-11-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[scutsky's solution](#)

**556.**

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,704 global accepts · Rating: 1100 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[scutsky's solution](#)

**557.**

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,644 global accepts · Rating: 1100 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[scutsky's solution](#)

**558.**

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,636 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, strings

[scutsky's solution](#)

**559.**

1872C

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

Quality: 26,390 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[scutsky's solution](#)

**560.**

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,731 global accepts · Rating: 1100 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math, shortest paths, sortings

[scutsky's solution](#)

**561.**

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,550 global accepts · Rating: 1100 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[scutsky's solution](#)

**562.**

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-09-01 · last AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[scutsky's solution](#)

**563.**

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[scutsky's solution](#)

**564.**

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[scutsky's solution](#)

**565.**

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,726 global accepts · Rating: 1100 · first AC: 2023-08-30 · last AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math

[scutsky's solution](#)

**566.**

1862C

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

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2023-08-24 · last AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, sortings

[scutsky's solution](#)

**567.**

1788B

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

Quality: 22,359 global accepts · Rating: 1100 · first AC: 2023-08-23 · last AC: 2023-08-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[scutsky's solution](#)

**568.**

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,714 global accepts · Rating: 1100 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[scutsky's solution](#)

**569.**

1826B

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

Quality: 28,176 global accepts · Rating: 1100 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[scutsky's solution](#)

**570.**

1820B

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

Quality: 23,018 global accepts · Rating: 1100 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: math, strings, two pointers

[scutsky's solution](#)

**571.**

1850E

[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 35,009 global accepts · Rating: 1100 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, implementation, math

[scutsky's solution](#)

**572.**

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,593 global accepts · Rating: 1100 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[scutsky's solution](#)

**573.**

1842B

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

Quality: 25,548 global accepts · Rating: 1100 · first AC: 2023-07-13 · last AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[scutsky's solution](#)

**574.**

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,631 global accepts · Rating: 1100 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation

[scutsky's solution](#)

**575.**

1797B

[Li Hua and Pattern](#) · [Tutorial](#)

Quality: 24,621 global accepts · Rating: 1100 · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy  
[scutsky's solution](#)

**576.**

1811C

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

Quality: 22,231 global accepts · Rating: 1100 · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy  
[scutsky's solution](#)

**577.**

1783B

[Matrix of Differences](#) · [Tutorial](#)

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[scutsky's solution](#)

**578.**

1807G1

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

Quality: 22,253 global accepts · Rating: 1100 · first AC: 2023-03-19 · last AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings  
[scutsky's solution](#)

**579.**

1807G2

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

Quality: 27,852 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings  
[scutsky's solution](#)

**580.**

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,209 global accepts · Rating: 1100 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, strings  
[scutsky's solution](#)

**581.**

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,422 global accepts · Rating: 1100 · first AC: 2023-03-06 · last AC: 2023-03-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[scutsky's solution](#)

**582.**

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,624 global accepts · Rating: 1100 · first AC: 2023-03-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, two pointers  
[scutsky's solution](#)

**583.**

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,076 global accepts · Rating: 1100 · first AC: 2023-03-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings  
[scutsky's solution](#)

**584.**

1800C2

[Powering the Hero \(hard version\)](#) · [Tutorial](#)

Quality: 27,119 global accepts · Rating: 1100 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy  
[scutsky's solution](#)

**585.**

1722D

[Line](#) · [Tutorial](#)

Quality: 26,564 global accepts · Rating: 1100 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[scutsky's solution](#)

**586.**

1791G1

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

Quality: 33,931 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[scutsky's solution](#)

**587.**

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,294 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings  
[scutsky's solution](#)

**588.**

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,933 global accepts · Rating: 1100 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math  
[scutsky's solution](#)

**589.**

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,117 global accepts · Rating: 1100 · first AC: 2022-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory  
[scutsky's solution](#)

**590.**

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math  
[scutsky's solution](#)

**591.**

2182C

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

Quality: 15,524 global accepts · Rating: 1200 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp  
[scutsky's solution](#)

**592.**

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,179 global accepts · Rating: 1200 · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math  
[scutsky's solution](#)

**593.**

2148E

[Split](#) · [Tutorial](#)

Quality: 14,075 global accepts · Rating: 1200 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, two pointers  
[scutsky's solution](#)

**594.**

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation  
[scutsky's solution](#)

**595.**

1355A

[Sequence with Digits](#) · [Tutorial](#)

Quality: 28,802 global accepts · Rating: 1200 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation,

math

[scutsky's solution](#)

**596.**

546B

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

Quality: 18,609 global accepts · Rating: 1200 · first AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, sortings

[scutsky's solution](#)

**597.**

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,926 global accepts · Rating: 1200 · first AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings, two pointers

[scutsky's solution](#)

**598.**

2048C

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

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[scutsky's solution](#)

**599.**

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[scutsky's solution](#)

**600.**

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,902 global accepts · Rating: 1200 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[scutsky's solution](#)

**601.**

1982B

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

Quality: 19,758 global accepts · Rating: 1200 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, number theory

[scutsky's solution](#)

**602.**

2047C

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

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

[scutsky's solution](#)

**603.**

2039C1

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

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[scutsky's solution](#)

**604.**

1954C

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

Quality: 22,748 global accepts · Rating: 1200 · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[scutsky's solution](#)

**605.**

474B

[Worms](#) · [Tutorial](#)

Quality: 62,564 global accepts · Rating: 1200 · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation

[scutsky's solution](#)

## 606.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,402 global accepts · Rating: 1200 · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[scutsky's solution](#)

## 607.

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,340 global accepts · Rating: 1200 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[scutsky's solution](#)

## 608.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,032 global accepts · Rating: 1200 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[scutsky's solution](#)

## 609.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,702 global accepts · Rating: 1200 · first AC: 2024-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[scutsky's solution](#)

## 610.

2020B

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

Quality: 21,669 global accepts · Rating: 1200 · first AC: 2024-10-09 · last AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[scutsky's solution](#)

## 611.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,822 global accepts · Rating: 1200 · first AC: 2024-10-09 · last AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[scutsky's solution](#)

## 612.

2019B

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

Quality: 17,282 global accepts · Rating: 1200 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[scutsky's solution](#)

## 613.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,519 global accepts · Rating: 1200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[scutsky's solution](#)

## 614.

1352B

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

Quality: 44,830 global accepts · Rating: 1200 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[scutsky's solution](#)

## 615.

1926C

[Vlad and a Sum of Sum of Digits](#) · [Tutorial](#)

Quality: 32,754 global accepts · Rating: 1200 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[scutsky's solution](#)

**616.**

387B

[George and Round](#) · [Tutorial](#)

Quality: 12,970 global accepts · Rating: 1200 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers  
[scutsky's solution](#)

**617.**

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,947 global accepts · Rating: 1200 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math  
[scutsky's solution](#)

**618.**

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,235 global accepts · Rating: 1200 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[scutsky's solution](#)

**619.**

463A

[Caisa and Sugar](#) · [Tutorial](#)

Quality: 9,561 global accepts · Rating: 1200 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation  
[scutsky's solution](#)

**620.**

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,841 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers  
[scutsky's solution](#)

**621.**

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,029 global accepts · Rating: 1200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, strings  
[scutsky's solution](#)

**622.**

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,014 global accepts · Rating: 1200 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation  
[scutsky's solution](#)

**623.**

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,624 global accepts · Rating: 1200 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: math  
[scutsky's solution](#)

**624.**

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, implementation  
[scutsky's solution](#)

**625.**

1185C1

[Exam in BerSU \(easy version\)](#) · [Tutorial](#)

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
[scutsky's solution](#)

**626.**

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,364 global accepts · Rating: 1200 · first AC: 2024-05-22 · last AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[scutsky's solution](#)

**627.**

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,136 global accepts · Rating: 1200 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

[scutsky's solution](#)

**628.**

1133B

[Preparation for International Women's Day](#) · [Tutorial](#)

Quality: 14,376 global accepts · Rating: 1200 · first AC: 2024-05-21 · last AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[scutsky's solution](#)

**629.**

1294B

[Collecting Packages](#) · [Tutorial](#)

Quality: 22,923 global accepts · Rating: 1200 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[scutsky's solution](#)

**630.**

1546B

[AquaMoon and Stolen String](#) · [Tutorial](#)

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: interactive, math

[scutsky's solution](#)

**631.**

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, sortings

[scutsky's solution](#)

**632.**

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2024-05-12 · last AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[scutsky's solution](#)

**633.**

1433D

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

Quality: 30,587 global accepts · Rating: 1200 · first AC: 2024-05-10 · last AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar

[scutsky's solution](#)

**634.**

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,924 global accepts · Rating: 1200 · first AC: 2024-05-09 · last AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[scutsky's solution](#)

**635.**

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,296 global accepts · Rating: 1200 · first AC: 2024-05-08 · last AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, two pointers

[scutsky's solution](#)

**636.**

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,663 global accepts · Rating: 1200 · first AC: 2024-05-02 · last AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[scutsky's solution](#)

**637.**

1118B

[Tanya and Candies](#) · [Tutorial](#)

Quality: 13,245 global accepts · Rating: 1200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[scutsky's solution](#)

**638.**

1945C

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

Quality: 17,399 global accepts · Rating: 1200 · first AC: 2024-04-29 · last AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force  
[scutsky's solution](#)

**639.**

1729D

[Friends and the Restaurant](#) · [Tutorial](#)

Quality: 30,757 global accepts · Rating: 1200 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers  
[scutsky's solution](#)

**640.**

1029B

[Creating the Contest](#) · [Tutorial](#)

Quality: 18,466 global accepts · Rating: 1200 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math  
[scutsky's solution](#)

**641.**

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,792 global accepts · Rating: 1200 · first AC: 2024-04-16 · last AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings  
[scutsky's solution](#)

**642.**

18C

[Stripe](#) · [Tutorial](#)

Quality: 15,419 global accepts · Rating: 1200 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation  
[scutsky's solution](#)

**643.**

1907C

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

Quality: 23,139 global accepts · Rating: 1200 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings  
[scutsky's solution](#)

**644.**

1822D

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

Quality: 19,022 global accepts · Rating: 1200 · first AC: 2024-03-15 · last AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[scutsky's solution](#)

**645.**

1006B

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

Quality: 14,656 global accepts · Rating: 1200 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[scutsky's solution](#)

**646.**

1846D

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

Quality: 22,450 global accepts · Rating: 1200 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math  
[scutsky's solution](#)

**647.**

1846C

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

Quality: 21,479 global accepts · Rating: 1200 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[scutsky's solution](#)

**648.**

1941D

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

Quality: 20,939 global accepts · Rating: 1200 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation

[scutsky's solution](#)

**649.**

999C

[Alphabetic Removals](#) · [Tutorial](#)

Quality: 20,993 global accepts · Rating: 1200 · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[scutsky's solution](#)

**650.**

1935B

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

Quality: 20,897 global accepts · Rating: 1200 · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[scutsky's solution](#)

**651.**

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,338 global accepts · Rating: 1200 · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[scutsky's solution](#)

**652.**

1409C

[Yet Another Array Restoration](#) · [Tutorial](#)

Quality: 24,642 global accepts · Rating: 1200 · first AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[scutsky's solution](#)

**653.**

1933D

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

Quality: 23,529 global accepts · Rating: 1200 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings

[scutsky's solution](#)

**654.**

1006C

[Three Parts of the Array](#) · [Tutorial](#)

Quality: 25,363 global accepts · Rating: 1200 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers

[scutsky's solution](#)

**655.**

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,085 global accepts · Rating: 1200 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[scutsky's solution](#)

**656.**

902B

[Coloring a Tree](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1200 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, greedy

[scutsky's solution](#)

**657.**

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,346 global accepts · Rating: 1200 · first AC: 2024-02-12 · last AC: 2024-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[scutsky's solution](#)

## 658.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,755 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[scutsky's solution](#)

## 659.

1352C

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

Quality: 69,783 global accepts · Rating: 1200 · first AC: 2024-02-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[scutsky's solution](#)

## 660.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,496 global accepts · Rating: 1200 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, math

[scutsky's solution](#)

## 661.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[scutsky's solution](#)

## 662.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1200 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[scutsky's solution](#)

## 663.

1916C

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

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2024-02-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[scutsky's solution](#)

## 664.

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,348 global accepts · Rating: 1200 · first AC: 2024-02-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, two pointers

[scutsky's solution](#)

## 665.

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2024-02-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[scutsky's solution](#)

## 666.

1097B

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

Quality: 35,964 global accepts · Rating: 1200 · first AC: 2024-02-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp

[scutsky's solution](#)

## 667.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,374 global accepts · Rating: 1200 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[scutsky's solution](#)

**668.**

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, sortings

[scutsky's solution](#)

**669.**

489A

[SwapSort](#) · [Tutorial](#)

Quality: 10,587 global accepts · Rating: 1200 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[scutsky's solution](#)

**670.**

1272C

[Yet Another Broken Keyboard](#) · [Tutorial](#)

Quality: 30,743 global accepts · Rating: 1200 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[scutsky's solution](#)

**671.**

1343C

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

Quality: 44,081 global accepts · Rating: 1200 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers

[scutsky's solution](#)

**672.**

433B

[Kuriyama Mirai's Stones](#) · [Tutorial](#)

Quality: 53,881 global accepts · Rating: 1200 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, sortings

[scutsky's solution](#)

**673.**

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,911 global accepts · Rating: 1200 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[scutsky's solution](#)

**674.**

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,749 global accepts · Rating: 1200 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[scutsky's solution](#)

**675.**

1339B

[Sorted Adjacent Differences](#) · [Tutorial](#)

Quality: 28,346 global accepts · Rating: 1200 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[scutsky's solution](#)

**676.**

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,514 global accepts · Rating: 1200 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, hashing, implementation, sortings

[scutsky's solution](#)

**677.**

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,106 global accepts · Rating: 1200 · first AC: 2024-01-09 · last AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[scutsky's solution](#)

**678.**

1922B

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

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[scutsky's solution](#)

**679.**

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,639 global accepts · Rating: 1200 · first AC: 2023-11-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[scutsky's solution](#)

**680.**

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2023-11-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[scutsky's solution](#)

**681.**

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,256 global accepts · Rating: 1200 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[scutsky's solution](#)

**682.**

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,018 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[scutsky's solution](#)

**683.**

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,839 global accepts · Rating: 1200 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[scutsky's solution](#)

**684.**

612B

[HDD is Outdated Technology](#) · [Tutorial](#)

Quality: 7,604 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[scutsky's solution](#)

**685.**

1872D

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

Quality: 38,846 global accepts · Rating: 1200 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: math

[scutsky's solution](#)

**686.**

1497C1

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

Quality: 29,227 global accepts · Rating: 1200 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[scutsky's solution](#)

**687.**

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-08-24 · last AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[scutsky's solution](#)

**688.**

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[scutsky's solution](#)

**689.**

1859C

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

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[scutsky's solution](#)

**690.**

1857C

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

Quality: 41,773 global accepts · Rating: 1200 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[scutsky's solution](#)

**691.**

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-07-30 · last AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[scutsky's solution](#)

**692.**

1853B

[Fibonaccharris](#) · [Tutorial](#)

Quality: 19,729 global accepts · Rating: 1200 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[scutsky's solution](#)

**693.**

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,694 global accepts · Rating: 1200 · first AC: 2023-07-11 · last AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[scutsky's solution](#)

**694.**

1744D

[Divisibility by  \$2^n\$](#)  · [Tutorial](#)

Quality: 24,525 global accepts · Rating: 1200 · first AC: 2023-03-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[scutsky's solution](#)

**695.**

492B

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

Quality: 90,206 global accepts · Rating: 1200 · first AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math, sortings

[scutsky's solution](#)

**696.**

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,592 global accepts · Rating: 1200 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[scutsky's solution](#)

**697.**

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,256 global accepts · Rating: 1200 · first AC: 2023-03-06 · last AC: 2023-03-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, strings

[scutsky's solution](#)

**698.**

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,726 global accepts · Rating: 1200 · first AC: 2023-03-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, implementation

[scutsky's solution](#)

**699.**

1800D

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

Quality: 29,352 global accepts · Rating: 1200 · first AC: 2023-03-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, hashing, strings

[scutsky's solution](#)

**700.**

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,572 global accepts · Rating: 1200 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[scutsky's solution](#)

**701.**

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,290 global accepts · Rating: 1200 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, two pointers

[scutsky's solution](#)

**702.**

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,632 global accepts · Rating: 1200 · first AC: 2022-12-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[scutsky's solution](#)

**703.**

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[scutsky's solution](#)

**704.**

776B

[Sherlock and his girlfriend](#) · [Tutorial](#)

Quality: 25,733 global accepts · Rating: 1200 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[scutsky's solution](#)

**705.**

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,533 global accepts · Rating: 1200 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[scutsky's solution](#)

**706.**

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,709 global accepts · Rating: 1200 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, strings

[scutsky's solution](#)

**707.**

2188C

[Restricted Sorting](#) · [Tutorial](#)

Rating: 1300 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[scutsky's solution](#)

**708.**

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,212 global accepts · Rating: 1300 · first AC: 2026-01-25 · last AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory, shortest paths

[scutsky's solution](#)

**709.**

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[scutsky's solution](#)

**710.**

1556B

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

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[scutsky's solution](#)

**711.**

1591C

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

Rating: 1300 · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[scutsky's solution](#)

**712.**

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[scutsky's solution](#)

**713.**

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,912 global accepts · Rating: 1300 · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[scutsky's solution](#)

**714.**

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,528 global accepts · Rating: 1300 · first AC: 2024-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[scutsky's solution](#)

**715.**

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,992 global accepts · Rating: 1300 · first AC: 2024-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, matrices

[scutsky's solution](#)

**716.**

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[scutsky's solution](#)

**717.**

2033D

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

Quality: 18,198 global accepts · Rating: 1300 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, greedy, math

[scutsky's solution](#)

**718.**

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,038 global accepts · Rating: 1300 · first AC: 2024-10-19 · last AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[scutsky's solution](#)

**719.**

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,097 global accepts · Rating: 1300 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[scutsky's solution](#)

**720.**

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[scutsky's solution](#)

**721.**

1418B

[Negative Prefixes](#) · [Tutorial](#)

Quality: 17,559 global accepts · Rating: 1300 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[scutsky's solution](#)

**722.**

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,638 global accepts · Rating: 1300 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[scutsky's solution](#)

**723.**

1913C

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

Quality: 17,492 global accepts · Rating: 1300 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[scutsky's solution](#)

**724.**

1900C

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

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[scutsky's solution](#)

**725.**

1352D

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

Quality: 29,859 global accepts · Rating: 1300 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[scutsky's solution](#)

**726.**

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings, ternary search

[scutsky's solution](#)

**727.**

1999E

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

Quality: 23,624 global accepts · Rating: 1300 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math

[scutsky's solution](#)

**728.**

1980C

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

Quality: 21,704 global accepts · Rating: 1300 · first AC: 2024-07-27 · last AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[scutsky's solution](#)

**729.**

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,296 global accepts · Rating: 1300 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[scutsky's solution](#)

**730.**

1165C

[Good String](#) · [Tutorial](#)

Quality: 14,402 global accepts · Rating: 1300 · first AC: 2024-07-15 · last AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[scutsky's solution](#)

**731.**

1234B2

[Social Network \(hard version\)](#) · [Tutorial](#)

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2024-07-11 · last AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[scutsky's solution](#)

**732.**

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,608 global accepts · Rating: 1300 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[scutsky's solution](#)

**733.**

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,529 global accepts · Rating: 1300 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[scutsky's solution](#)

**734.**

1003B

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

Quality: 12,225 global accepts · Rating: 1300 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[scutsky's solution](#)

**735.**

1249C1

[Good Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 16,558 global accepts · Rating: 1300 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[scutsky's solution](#)

**736.**

1249B2

[Books Exchange \(hard version\)](#) · [Tutorial](#)

Quality: 18,396 global accepts · Rating: 1300 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, math

[scutsky's solution](#)

**737.**

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 43,019 global accepts · Rating: 1300 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[scutsky's solution](#)

**738.**

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,285 global accepts · Rating: 1300 · first AC: 2024-05-17 · last AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[scutsky's solution](#)

**739.**

755C

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

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[scutsky's solution](#)

**740.**

1311C

[Perform the Combo](#) · [Tutorial](#)

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[scutsky's solution](#)

**741.**

1454D

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

Quality: 22,158 global accepts · Rating: 1300 · first AC: 2024-05-12 · last AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[scutsky's solution](#)

**742.**

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,854 global accepts · Rating: 1300 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[scutsky's solution](#)

**743.**

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,774 global accepts · Rating: 1300 · first AC: 2024-05-07 · last AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation, trees

[scutsky's solution](#)

**744.**

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1300 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[scutsky's solution](#)

**745.**

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,403 global accepts · Rating: 1300 · first AC: 2024-05-04 · last AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, two pointers

[scutsky's solution](#)

**746.**

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,428 global accepts · Rating: 1300 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[scutsky's solution](#)

**747.**

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 1300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[scutsky's solution](#)

**748.**

1157C1

[Increasing Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 13,457 global accepts · Rating: 1300 · first AC: 2024-04-30 · last AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[scutsky's solution](#)

**749.**

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,637 global accepts · Rating: 1300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[scutsky's solution](#)

**750.**

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,015 global accepts · Rating: 1300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, strings

[scutsky's solution](#)

**751.**

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,465 global accepts · Rating: 1300 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[scutsky's solution](#)

**752.**

1955C

[Inhabitant of the Deep Sea](#) · [Tutorial](#)

Quality: 24,506 global accepts · Rating: 1300 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[scutsky's solution](#)

**753.**

1216D

[Swords](#) · [Tutorial](#)

Quality: 12,217 global accepts · Rating: 1300 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: math

[scutsky's solution](#)

**754.**

1618D

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

Quality: 20,898 global accepts · Rating: 1300 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[scutsky's solution](#)

**755.**

1741D

[Masha and a Beautiful Tree](#) · [Tutorial](#)

Quality: 18,343 global accepts · Rating: 1300 · first AC: 2024-03-27 · last AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[scutsky's solution](#)

**756.**

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1300 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[scutsky's solution](#)

**757.**

1846E1

[Rudolf and Snowflakes \(simple version\)](#) · [Tutorial](#)

Quality: 25,212 global accepts · Rating: 1300 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[scutsky's solution](#)

**758.**

1005C

[Summarize to the Power of Two](#) · [Tutorial](#)

Quality: 13,055 global accepts · Rating: 1300 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[scutsky's solution](#)

**759.**

459B

[Pashmak and Flowers](#) · [Tutorial](#)

Quality: 47,502 global accepts · Rating: 1300 · first AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, implementation, sortings

[scutsky's solution](#)

**760.**

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,332 global accepts · Rating: 1300 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation  
[scutsky's solution](#)

**761.**

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,848 global accepts · Rating: 1300 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, number theory  
[scutsky's solution](#)

**762.**

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,278 global accepts · Rating: 1300 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy  
[scutsky's solution](#)

**763.**

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,640 global accepts · Rating: 1300 · first AC: 2024-02-13 · last AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory  
[scutsky's solution](#)

**764.**

1534C

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

Quality: 13,820 global accepts · Rating: 1300 · first AC: 2024-02-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math  
[scutsky's solution](#)

**765.**

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,884 global accepts · Rating: 1300 · first AC: 2024-02-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings  
[scutsky's solution](#)

**766.**

4C

[Registration System](#) · [Tutorial](#)

Quality: 108,186 global accepts · Rating: 1300 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, implementation  
[scutsky's solution](#)

**767.**

1927D

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

Quality: 33,186 global accepts · Rating: 1300 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers  
[scutsky's solution](#)

**768.**

1119B

[Allyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,372 global accepts · Rating: 1300 · first AC: 2024-02-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, greedy, sortings  
[scutsky's solution](#)

**769.**

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2024-02-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings  
[scutsky's solution](#)

**770.**

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,841 global accepts · Rating: 1300 · first AC: 2024-02-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation  
[scutsky's solution](#)

**771.**

1470A

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

Quality: 29,396 global accepts · Rating: 1300 · first AC: 2024-02-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers  
[scutsky's solution](#)

**772.**

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,087 global accepts · Rating: 1300 · first AC: 2024-02-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, implementation  
[scutsky's solution](#)

**773.**

476B

[Dreamoon and WiFi](#) · [Tutorial](#)

Quality: 37,036 global accepts · Rating: 1300 · first AC: 2024-02-03 · last AC: 2024-02-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities  
[scutsky's solution](#)

**774.**

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,890 global accepts · Rating: 1300 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp  
[scutsky's solution](#)

**775.**

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,269 global accepts · Rating: 1300 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math  
[scutsky's solution](#)

**776.**

1650D

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

Quality: 14,716 global accepts · Rating: 1300 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math  
[scutsky's solution](#)

**777.**

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math  
[scutsky's solution](#)

**778.**

1029A

[Many Equal Substrings](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1300 · first AC: 2024-01-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings  
[scutsky's solution](#)

**779.**

27B

[Tournament](#) · [Tutorial](#)

Quality: 5,890 global accepts · Rating: 1300 · first AC: 2023-11-24 · last AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, greedy  
[scutsky's solution](#)

**780.**

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,279 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings  
[scutsky's solution](#)

**781.**

1899D

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

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, number theory  
[scutsky's solution](#)

**782.**

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,178 global accepts · Rating: 1300 · first AC: 2023-11-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, sortings, two pointers  
[scutsky's solution](#)

**783.**

628C

[Bear and String Distance](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1300 · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings  
[scutsky's solution](#)

**784.**

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,060 global accepts · Rating: 1300 · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: dp  
[scutsky's solution](#)

**785.**

598B

[Queries on a String](#) · [Tutorial](#)

Quality: 12,207 global accepts · Rating: 1300 · first AC: 2023-11-01 · last AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings  
[scutsky's solution](#)

**786.**

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  
[scutsky's solution](#)

**787.**

1881D

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

Quality: 28,443 global accepts · Rating: 1300 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[scutsky's solution](#)

**788.**

612A

[The Text Splitting](#) · [Tutorial](#)

Quality: 7,839 global accepts · Rating: 1300 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings  
[scutsky's solution](#)

**789.**

1879C

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

Quality: 27,118 global accepts · Rating: 1300 · first AC: 2023-09-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, greedy  
[scutsky's solution](#)

**790.**

1867C

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

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data

structures, games, greedy, interactive

[scutsky's solution](#)

**791.**

1869C

[Fill in the Matrix](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[scutsky's solution](#)

**792.**

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-09-02 · last AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[scutsky's solution](#)

**793.**

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[scutsky's solution](#)

**794.**

1381A1

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

Quality: 21,725 global accepts · Rating: 1300 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, strings

[scutsky's solution](#)

**795.**

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,843 global accepts · Rating: 1300 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[scutsky's solution](#)

**796.**

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,469 global accepts · Rating: 1300 · first AC: 2023-08-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[scutsky's solution](#)

**797.**

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,998 global accepts · Rating: 1300 · first AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, implementation, shortest paths

[scutsky's solution](#)

**798.**

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,330 global accepts · Rating: 1300 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings, trees

[scutsky's solution](#)

**799.**

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[scutsky's solution](#)

**800.**

1851D

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

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[scutsky's solution](#)

**801.**

1820C

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

Rating: 1300 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[scutsky's solution](#)

**802.**

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,591 global accepts · Rating: 1300 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[scutsky's solution](#)

**803.**

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,777 global accepts · Rating: 1300 · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive

[scutsky's solution](#)

**804.**

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,854 global accepts · Rating: 1300 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math

[scutsky's solution](#)

**805.**

1823C

[Strongly Composite](#) · [Tutorial](#)

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[scutsky's solution](#)

**806.**

1816C

[Ivan and Array Sorting](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-04-10 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[scutsky's solution](#)

**807.**

862B

[Mahmoud and Ehab and the bipartiteness](#) · [Tutorial](#)

Quality: 25,656 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[scutsky's solution](#)

**808.**

1703F

[Yet Another Problem About Pairs Satisfying an Inequality](#) · [Tutorial](#)

Quality: 30,057 global accepts · Rating: 1300 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[scutsky's solution](#)

**809.**

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,121 global accepts · Rating: 1300 · first AC: 2023-03-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[scutsky's solution](#)

**810.**

1676G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

Quality: 24,009 global accepts · Rating: 1300 · first AC: 2023-03-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[scutsky's solution](#)

**811.**

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,190 global accepts · Rating: 1300 · first AC: 2023-03-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[scutsky's solution](#)

**812.**

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,151 global accepts · Rating: 1300 · first AC: 2023-03-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[scutsky's solution](#)

**813.**

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[scutsky's solution](#)

**814.**

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[scutsky's solution](#)

**815.**

107A

[Dorm Water Supply](#) · [Tutorial](#)

Quality: 5,908 global accepts · Rating: 1400 · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs

[scutsky's solution](#)

**816.**

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,726 global accepts · Rating: 1400 · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[scutsky's solution](#)

**817.**

2171D

[Rae Taylor and Trees \(easy version\)](#) · [Tutorial](#)

Quality: 11,584 global accepts · Rating: 1400 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees

[scutsky's solution](#)

**818.**

2156C

[Maximum GCD on Whiteboard](#) · [Tutorial](#)

Quality: 12,289 global accepts · Rating: 1400 · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[scutsky's solution](#)

**819.**

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,797 global accepts · Rating: 1400 · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, interactive

[scutsky's solution](#)

**820.**

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,125 global accepts · Rating: 1400 · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[scutsky's solution](#)

**821.**

2131D

[Arboris Contractio](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1400 · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, trees

[scutsky's solution](#)

**822.**

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[scutsky's solution](#)

**823.**

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[scutsky's solution](#)

**824.**

2114E

[Kirei Attacks the Estate](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 1400 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[scutsky's solution](#)

**825.**

2114D

[Come a Little Closer](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 1400 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[scutsky's solution](#)

**826.**

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,232 global accepts · Rating: 1400 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, number theory

[scutsky's solution](#)

**827.**

1282B1

[K for the Price of One \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,151 global accepts · Rating: 1400 · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings

[scutsky's solution](#)

**828.**

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[scutsky's solution](#)

**829.**

546C

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

Quality: 19,432 global accepts · Rating: 1400 · first AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, games

[scutsky's solution](#)

**830.**

550B

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

Quality: 27,460 global accepts · Rating: 1400 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force

[scutsky's solution](#)

**831.**

514B

[Han Solo and Lazer Gun](#) · [Tutorial](#)

Quality: 22,637 global accepts · Rating: 1400 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, geometry, implementation, math

[scutsky's solution](#)

**832.**

26B

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

Quality: 25,865 global accepts · Rating: 1400 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[scutsky's solution](#)

**833.**

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,873 global accepts · Rating: 1400 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings, two pointers

[scutsky's solution](#)

**834.**

1362C

[Johnny and Another Rating Drop](#) · [Tutorial](#)

Quality: 23,711 global accepts · Rating: 1400 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[scutsky's solution](#)

**835.**

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1400 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[scutsky's solution](#)

**836.**

1245C

[Constanze's Machine](#) · [Tutorial](#)

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[scutsky's solution](#)

**837.**

1506D

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

Quality: 25,543 global accepts · Rating: 1400 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[scutsky's solution](#)

**838.**

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,686 global accepts · Rating: 1400 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math

[scutsky's solution](#)

**839.**

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,143 global accepts · Rating: 1400 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math, number theory

[scutsky's solution](#)

**840.**

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,250 global accepts · Rating: 1400 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings

[scutsky's solution](#)

**841.**

479C

[Exams](#) · [Tutorial](#)

Quality: 33,075 global accepts · Rating: 1400 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[scutsky's solution](#)

**842.**

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,219 global accepts · Rating: 1400 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings  
[scutsky's solution](#)

**843.**

1719C

[Fighting Tournament](#) · [Tutorial](#)

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, implementation, two pointers  
[scutsky's solution](#)

**844.**

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy  
[scutsky's solution](#)

**845.**

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,925 global accepts · Rating: 1400 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, greedy, sortings  
[scutsky's solution](#)

**846.**

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,988 global accepts · Rating: 1400 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, two pointers  
[scutsky's solution](#)

**847.**

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1400 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, strings  
[scutsky's solution](#)

**848.**

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,176 global accepts · Rating: 1400 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, sortings, two pointers  
[scutsky's solution](#)

**849.**

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
[scutsky's solution](#)

**850.**

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math  
[scutsky's solution](#)

**851.**

2033E

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

Quality: 14,142 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math  
[scutsky's solution](#)

**852.**

2033C

[Sakurako's Field Trip](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, two pointers  
[scutsky's solution](#)

**853.**

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,735 global accepts · Rating: 1400 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, games, greedy, implementation  
[scutsky's solution](#)

**854.**

2014D

[Robert Hood and Mrs Hood](#) · [Tutorial](#)

Quality: 15,975 global accepts · Rating: 1400 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings  
[scutsky's solution](#)

**855.**

1009B

[Minimum Ternary String](#) · [Tutorial](#)

Quality: 10,721 global accepts · Rating: 1400 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[scutsky's solution](#)

**856.**

2009D

[Satyam and Counting](#) · [Tutorial](#)

Quality: 18,778 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math  
[scutsky's solution](#)

**857.**

2009E

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

Quality: 17,670 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search  
[scutsky's solution](#)

**858.**

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,668 global accepts · Rating: 1400 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory  
[scutsky's solution](#)

**859.**

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,798 global accepts · Rating: 1400 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation  
[scutsky's solution](#)

**860.**

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,224 global accepts · Rating: 1400 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, math  
[scutsky's solution](#)

**861.**

125A

[Measuring Lengths in Baden](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 1400 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: math  
[scutsky's solution](#)

**862.**

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,471 global accepts · Rating: 1400 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[scutsky's solution](#)

**863.**

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,380 global accepts · Rating: 1400 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[scutsky's solution](#)

**864.**

1895C

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

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

[scutsky's solution](#)

**865.**

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[scutsky's solution](#)

**866.**

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,791 global accepts · Rating: 1400 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[scutsky's solution](#)

**867.**

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2024-07-12 · last AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[scutsky's solution](#)

**868.**

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2024-07-12 · last AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[scutsky's solution](#)

**869.**

131C

[The World is a Theatre](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[scutsky's solution](#)

**870.**

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,776 global accepts · Rating: 1400 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[scutsky's solution](#)

**871.**

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,113 global accepts · Rating: 1400 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[scutsky's solution](#)

**872.**

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,995 global accepts · Rating: 1400 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[scutsky's solution](#)

**873.**

1701C

[Schedule Management](#) · [Tutorial](#)

Quality: 23,844 global accepts · Rating: 1400 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[scutsky's solution](#)

**874.**

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[scutsky's solution](#)

**875.**

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 1400 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[scutsky's solution](#)

**876.**

1986D

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

Quality: 17,964 global accepts · Rating: 1400 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[scutsky's solution](#)

**877.**

1974C

[Beautiful Triple Pairs](#) · [Tutorial](#)

Quality: 19,043 global accepts · Rating: 1400 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures

[scutsky's solution](#)

**878.**

679A

[Bear and Prime 100](#) · [Tutorial](#)

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2024-05-14 · last AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[scutsky's solution](#)

**879.**

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,471 global accepts · Rating: 1400 · first AC: 2024-05-14 · last AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, interactive, math

[scutsky's solution](#)

**880.**

727C

[Guess the Array](#) · [Tutorial](#)

Quality: 8,962 global accepts · Rating: 1400 · first AC: 2024-05-14 · last AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[scutsky's solution](#)

**881.**

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,137 global accepts · Rating: 1400 · first AC: 2024-05-11 · last AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[scutsky's solution](#)

**882.**

1624D

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

Quality: 19,081 global accepts · Rating: 1400 · first AC: 2024-05-10 · last AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings, strings

[scutsky's solution](#)

**883.**

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,425 global accepts · Rating: 1400 · first AC: 2024-05-04 · last AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[scutsky's solution](#)

**884.**

1144D

[Equalize Them All](#) · [Tutorial](#)

Quality: 10,839 global accepts · Rating: 1400 · first AC: 2024-05-03 · last AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[scutsky's solution](#)

**885.**

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,588 global accepts · Rating: 1400 · first AC: 2024-04-29 · last AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[scutsky's solution](#)

**886.**

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,614 global accepts · Rating: 1400 · first AC: 2024-04-29 · last AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[scutsky's solution](#)

**887.**

1189C

[Candies!](#) · [Tutorial](#)

Quality: 11,070 global accepts · Rating: 1400 · first AC: 2024-04-28 · last AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, math

[scutsky's solution](#)

**888.**

1183D

[Candy Box \(easy version\)](#) · [Tutorial](#)

Quality: 20,430 global accepts · Rating: 1400 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[scutsky's solution](#)

**889.**

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,046 global accepts · Rating: 1400 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[scutsky's solution](#)

**890.**

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,532 global accepts · Rating: 1400 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[scutsky's solution](#)

**891.**

1955D

[Inaccurate Subsequence Search](#) · [Tutorial](#)

Quality: 18,580 global accepts · Rating: 1400 · first AC: 2024-04-08 · last AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[scutsky's solution](#)

**892.**

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,641 global accepts · Rating: 1400 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, math  
[scutsky's solution](#)

**893.**

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,969 global accepts · Rating: 1400 · first AC: 2023-09-26 · last AC: 2024-04-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy  
[scutsky's solution](#)

**894.**

279B

[Books](#) · [Tutorial](#)

Quality: 72,459 global accepts · Rating: 1400 · first AC: 2023-03-19 · last AC: 2024-04-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation, two pointers  
[scutsky's solution](#)

**895.**

437C

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

Quality: 14,995 global accepts · Rating: 1400 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, sortings  
[scutsky's solution](#)

**896.**

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2024-04-14 · last AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory  
[scutsky's solution](#)

**897.**

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,248 global accepts · Rating: 1400 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
[scutsky's solution](#)

**898.**

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,582 global accepts · Rating: 1400 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms  
[scutsky's solution](#)

**899.**

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,401 global accepts · Rating: 1400 · first AC: 2024-03-05 · last AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation  
[scutsky's solution](#)

**900.**

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,529 global accepts · Rating: 1400 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, sortings  
[scutsky's solution](#)

**901.**

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1400 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation  
[scutsky's solution](#)

**902.**

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,931 global accepts · Rating: 1400 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, math, two pointers

[scutsky's solution](#)

**903.**

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,590 global accepts · Rating: 1400 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[scutsky's solution](#)

**904.**

1927E

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

Quality: 17,058 global accepts · Rating: 1400 · first AC: 2024-02-06 · last AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, two pointers

[scutsky's solution](#)

**905.**

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,742 global accepts · Rating: 1400 · first AC: 2024-02-13 · last AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math, sortings

[scutsky's solution](#)

**906.**

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,214 global accepts · Rating: 1400 · first AC: 2024-02-15 · last AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math

[scutsky's solution](#)

**907.**

1167C

[News Distribution](#) · [Tutorial](#)

Quality: 26,009 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[scutsky's solution](#)

**908.**

277A

[Learning Languages](#) · [Tutorial](#)

Quality: 21,583 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu

[scutsky's solution](#)

**909.**

505B

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 14,983 global accepts · Rating: 1400 · first AC: 2024-02-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs

[scutsky's solution](#)

**910.**

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1400 · first AC: 2024-02-12 · last AC: 2024-02-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[scutsky's solution](#)

**911.**

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,653 global accepts · Rating: 1400 · first AC: 2024-02-11 · last AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, trees

[scutsky's solution](#)

**912.**

120F

[Spiders](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 1400 · first AC: 2024-02-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, trees  
[scutsky's solution](#)

**913.**

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,600 global accepts · Rating: 1400 · first AC: 2024-02-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings  
[scutsky's solution](#)

**914.**

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2024-02-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings  
[scutsky's solution](#)

**915.**

1883G1

[Dances \(Easy version\)](#) · [Tutorial](#)

Quality: 19,562 global accepts · Rating: 1400 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers  
[scutsky's solution](#)

**916.**

675B

[Restoring Painting](#) · [Tutorial](#)

Quality: 7,734 global accepts · Rating: 1400 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math  
[scutsky's solution](#)

**917.**

1365C

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

Quality: 24,984 global accepts · Rating: 1400 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation  
[scutsky's solution](#)

**918.**

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,097 global accepts · Rating: 1400 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings, two pointers  
[scutsky's solution](#)

**919.**

515C

[Drazil and Factorial](#) · [Tutorial](#)

Quality: 28,710 global accepts · Rating: 1400 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings  
[scutsky's solution](#)

**920.**

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,673 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, implementation, math  
[scutsky's solution](#)

**921.**

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings  
[scutsky's solution](#)

**922.**

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,751 global accepts · Rating: 1400 · first AC: 2024-01-09 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings  
[scutsky's solution](#)

**923.**

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1400 · first AC: 2024-01-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy, sortings  
[scutsky's solution](#)

**924.**

1901C

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

Quality: 14,240 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math  
[scutsky's solution](#)

**925.**

1883F

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

Quality: 11,865 global accepts · Rating: 1400 · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures  
[scutsky's solution](#)

**926.**

1888C

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

Rating: 1400 · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures  
[scutsky's solution](#)

**927.**

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy  
[scutsky's solution](#)

**928.**

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,737 global accepts · Rating: 1400 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory  
[scutsky's solution](#)

**929.**

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings  
[scutsky's solution](#)

**930.**

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2023-08-31 · last AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy  
[scutsky's solution](#)

**931.**

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1400 · first AC: 2023-08-31 · last AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation  
[scutsky's solution](#)

**932.**

359B

[Permutation](#) · [Tutorial](#)

Quality: 8,707 global accepts · Rating: 1400 · first AC: 2023-08-31 · last AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math

[scutsky's solution](#)

**933.**

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[scutsky's solution](#)

**934.**

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,311 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[scutsky's solution](#)

**935.**

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[scutsky's solution](#)

**936.**

1609C

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

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[scutsky's solution](#)

**937.**

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,568 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, games, greedy

[scutsky's solution](#)

**938.**

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1400 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[scutsky's solution](#)

**939.**

1855C1

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

Rating: 1400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[scutsky's solution](#)

**940.**

1825C

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

Rating: 1400 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[scutsky's solution](#)

**941.**

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings

[scutsky's solution](#)

**942.**

1831C

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

Rating: 1400 · first AC: 2023-05-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[scutsky's solution](#)

**943.**

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1400 · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[scutsky's solution](#)

**944.**

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,190 global accepts · Rating: 1400 · first AC: 2023-04-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, number theory

[scutsky's solution](#)

**945.**

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,468 global accepts · Rating: 1400 · first AC: 2023-04-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[scutsky's solution](#)

**946.**

1195C

[Basketball Exercise](#) · [Tutorial](#)

Quality: 34,842 global accepts · Rating: 1400 · first AC: 2023-04-07 · C++17 (GCC 9-64) (first AC) · Tags: dp

[scutsky's solution](#)

**947.**

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,954 global accepts · Rating: 1400 · first AC: 2023-04-07 · C++17 (GCC 9-64) (first AC) · Tags: dp

[scutsky's solution](#)

**948.**

1771B

[Hossam and Friends](#) · [Tutorial](#)

Quality: 21,340 global accepts · Rating: 1400 · first AC: 2023-04-05 · last AC: 2023-04-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[scutsky's solution](#)

**949.**

182D

[Common Divisors](#) · [Tutorial](#)

Quality: 9,244 global accepts · Rating: 1400 · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, hashing, implementation, math, strings

[scutsky's solution](#)

**950.**

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,297 global accepts · Rating: 1400 · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[scutsky's solution](#)

**951.**

802J1

[Send the Fool Further! \(easy\)](#) · [Tutorial](#)

Quality: 6,534 global accepts · Rating: 1400 · first AC: 2023-03-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[scutsky's solution](#)

**952.**

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2023-03-27 · last AC: 2023-03-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[scutsky's solution](#)

**953.**

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,199 global accepts · Rating: 1400 · first AC: 2023-03-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[scutsky's solution](#)

**954.**

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,807 global accepts · Rating: 1400 · first AC: 2023-03-20 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[scutsky's solution](#)

**955.**

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,145 global accepts · Rating: 1400 · first AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[scutsky's solution](#)

**956.**

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,685 global accepts · Rating: 1400 · first AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[scutsky's solution](#)

**957.**

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[scutsky's solution](#)

**958.**

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,242 global accepts · Rating: 1400 · first AC: 2023-03-17 · last AC: 2023-03-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[scutsky's solution](#)

**959.**

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,100 global accepts · Rating: 1400 · first AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, sortings, two pointers

[scutsky's solution](#)

**960.**

1348B

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

Quality: 27,495 global accepts · Rating: 1400 · first AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[scutsky's solution](#)

**961.**

1676H1

[Maximum Crossings \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,327 global accepts · Rating: 1400 · first AC: 2023-03-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[scutsky's solution](#)

**962.**

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,169 global accepts · Rating: 1400 · first AC: 2023-03-04 · last AC: 2023-03-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[scutsky's solution](#)

**963.**

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,413 global accepts · Rating: 1400 · first AC: 2023-03-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, sortings, two pointers

[scutsky's solution](#)

**964.**

1800E1

[Unforgivable Curse \(easy version\)](#) · [Tutorial](#)

Quality: 15,588 global accepts · Rating: 1400 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

[scutsky's solution](#)

**965.**

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[scutsky's solution](#)

**966.**

1494B

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

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[scutsky's solution](#)

**967.**

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,511 global accepts · Rating: 1400 · first AC: 2022-12-18 · last AC: 2022-12-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[scutsky's solution](#)

**968.**

1215B

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

Quality: 18,353 global accepts · Rating: 1400 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[scutsky's solution](#)

**969.**

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,273 global accepts · Rating: 1400 · first AC: 2022-11-19 · last AC: 2022-12-18 · Clang++20 Diagnostics (first AC) · Tags: brute force, number theory

[scutsky's solution](#)

**970.**

2185E

[The Robotic Rush](#) · [Tutorial](#)

Quality: 10,227 global accepts · Rating: 1500 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, two pointers

[scutsky's solution](#)

**971.**

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,291 global accepts · Rating: 1500 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[scutsky's solution](#)

**972.**

1163B1

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

Quality: 7,331 global accepts · Rating: 1500 · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation

[scutsky's solution](#)

**973.**

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy  
[scutsky's solution](#)

**974.**

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,446 global accepts · Rating: 1500 · first AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy  
[scutsky's solution](#)

**975.**

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, math  
[scutsky's solution](#)

**976.**

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games  
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**977.**

1368B

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

Quality: 21,442 global accepts · Rating: 1500 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings  
[scutsky's solution](#)

**978.**

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation  
[scutsky's solution](#)

**979.**

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,348 global accepts · Rating: 1500 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[scutsky's solution](#)

**980.**

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,643 global accepts · Rating: 1500 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation  
[scutsky's solution](#)

**981.**

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[scutsky's solution](#)

**982.**

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,507 global accepts · Rating: 1500 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, strings  
[scutsky's solution](#)

**983.**

1487D

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

Quality: 20,593 global accepts · Rating: 1500 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math, number theory

[scutsky's solution](#)

**984.**

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[scutsky's solution](#)

**985.**

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,632 global accepts · Rating: 1500 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[scutsky's solution](#)

**986.**

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[scutsky's solution](#)

**987.**

2008E

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

Quality: 13,228 global accepts · Rating: 1500 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings

[scutsky's solution](#)

**988.**

576A

[Vasya and Petya's Game](#) · [Tutorial](#)

Quality: 15,930 global accepts · Rating: 1500 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[scutsky's solution](#)

**989.**

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,798 global accepts · Rating: 1500 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[scutsky's solution](#)

**990.**

1999G1

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

Quality: 14,528 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[scutsky's solution](#)

**991.**

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,964 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[scutsky's solution](#)

**992.**

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2024-08-02 · last AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[scutsky's solution](#)

**993.**

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation  
[scutsky's solution](#)

**994.**

1997D

[Maximize the Root](#) · [Tutorial](#)

Quality: 15,913 global accepts · Rating: 1500 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees  
[scutsky's solution](#)

**995.**

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,606 global accepts · Rating: 1500 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory  
[scutsky's solution](#)

**996.**

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy  
[scutsky's solution](#)

**997.**

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2024-07-12 · last AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, games  
[scutsky's solution](#)

**998.**

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,671 global accepts · Rating: 1500 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics  
[scutsky's solution](#)

**999.**

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2024-07-12 · last AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math  
[scutsky's solution](#)

**1000.**

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,670 global accepts · Rating: 1500 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics  
[scutsky's solution](#)

**1001.**

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math  
[scutsky's solution](#)

**1002.**

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings  
[scutsky's solution](#)

**1003.**

1213D1

[Equalizing by Division \(easy version\) · Tutorial](#)

Quality: 12,081 global accepts · Rating: 1500 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation  
[scutsky's solution](#)

**1004.**

282C

[XOR and OR · Tutorial](#)

Quality: 10,183 global accepts · Rating: 1500 · first AC: 2024-07-07 · last AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math  
[scutsky's solution](#)

**1005.**

1490F

[Equalize the Array · Tutorial](#)

Quality: 18,388 global accepts · Rating: 1500 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings  
[scutsky's solution](#)

**1006.**

978F

[Mentors · Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation  
[scutsky's solution](#)

**1007.**

978D

[Almost Arithmetic Progression · Tutorial](#)

Quality: 9,956 global accepts · Rating: 1500 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math  
[scutsky's solution](#)

**1008.**

1249C2

[Good Numbers \(hard version\) · Tutorial](#)

Quality: 13,536 global accepts · Rating: 1500 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, meet-in-the-middle  
[scutsky's solution](#)

**1009.**

1462E1

[Close Tuples \(easy version\) · Tutorial](#)

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers  
[scutsky's solution](#)

**1010.**

609C

[Load Balancing · Tutorial](#)

Quality: 7,398 global accepts · Rating: 1500 · first AC: 2024-05-14 · last AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[scutsky's solution](#)

**1011.**

1971E

[Find the Car · Tutorial](#)

Quality: 18,341 global accepts · Rating: 1500 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings  
[scutsky's solution](#)

**1012.**

1385D

[a-Good String · Tutorial](#)

Quality: 21,966 global accepts · Rating: 1500 · first AC: 2024-05-09 · last AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation  
[scutsky's solution](#)

**1013.**

1101E

[Polycarp's New Job](#) · [Tutorial](#)

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2024-05-09 · last AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[scutsky's solution](#)

**1014.**

1675E

[Replace With the Previous, Minimize](#) · [Tutorial](#)

Quality: 12,087 global accepts · Rating: 1500 · first AC: 2024-05-07 · last AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: dsu, greedy, strings  
[scutsky's solution](#)

**1015.**

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2024-05-04 · last AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[scutsky's solution](#)

**1016.**

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-15 · last AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory  
[scutsky's solution](#)

**1017.**

1744E1

[Divisible Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 12,652 global accepts · Rating: 1500 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory  
[scutsky's solution](#)

**1018.**

1842C

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

Quality: 16,499 global accepts · Rating: 1500 · first AC: 2023-07-13 · last AC: 2024-04-18 · C++20 (GCC 11-64) (first AC) · Tags: dp  
[scutsky's solution](#)

**1019.**

1611D

[Weights Assignment For Tree Edges](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2024-04-18 · last AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, trees  
[scutsky's solution](#)

**1020.**

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1500 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[scutsky's solution](#)

**1021.**

1950E

[Nearly Shortest Repeating Substring](#) · [Tutorial](#)

Quality: 17,432 global accepts · Rating: 1500 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, number theory, strings  
[scutsky's solution](#)

**1022.**

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,485 global accepts · Rating: 1500 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs  
[scutsky's solution](#)

**1023.**

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,017 global accepts · Rating: 1500 · first AC: 2024-03-14 · last AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[scutsky's solution](#)

**1024.**

855B

[Marvolo Gaunt's Ring](#) · [Tutorial](#)

Quality: 9,946 global accepts · Rating: 1500 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[scutsky's solution](#)

**1025.**

191A

[Dynasty Puzzles](#) · [Tutorial](#)

Quality: 4,556 global accepts · Rating: 1500 · first AC: 2024-03-12 · last AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

[scutsky's solution](#)

**1026.**

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,393 global accepts · Rating: 1500 · first AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[scutsky's solution](#)

**1027.**

1933E

[Turtle vs. Rabbit Race: Optimal Trainings](#) · [Tutorial](#)

Quality: 13,626 global accepts · Rating: 1500 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math, ternary search

[scutsky's solution](#)

**1028.**

1133D

[Zero Quantity Maximization](#) · [Tutorial](#)

Quality: 16,458 global accepts · Rating: 1500 · first AC: 2024-02-16 · last AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: hashing, math, number theory

[scutsky's solution](#)

**1029.**

356A

[Knight Tournament](#) · [Tutorial](#)

Quality: 16,791 global accepts · Rating: 1500 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[scutsky's solution](#)

**1030.**

771A

[Bear and Friendship Condition](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1500 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[scutsky's solution](#)

**1031.**

977E

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Quality: 25,623 global accepts · Rating: 1500 · first AC: 2024-02-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

[scutsky's solution](#)

**1032.**

901A

[Hashing Trees](#) · [Tutorial](#)

Quality: 5,377 global accepts · Rating: 1500 · first AC: 2024-02-10 · last AC: 2024-02-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, trees

[scutsky's solution](#)

**1033.**

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,123 global accepts · Rating: 1500 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, hashing, number theory

[scutsky's solution](#)**1034.**

1005D

[Polycarp and Div 3](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2024-02-08 · last AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, number theory

[scutsky's solution](#)**1035.**

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,368 global accepts · Rating: 1500 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[scutsky's solution](#)**1036.**

2A

[Winner](#) · [Tutorial](#)

Quality: 31,233 global accepts · Rating: 1500 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: hashing, implementation

[scutsky's solution](#)**1037.**

982C

[Cut 'em all!](#) · [Tutorial](#)

Quality: 15,862 global accepts · Rating: 1500 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[scutsky's solution](#)**1038.**

1391C

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

Quality: 16,028 global accepts · Rating: 1500 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, math

[scutsky's solution](#)**1039.**

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2024-02-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[scutsky's solution](#)**1040.**

839C

[Journey](#) · [Tutorial](#)

Quality: 20,098 global accepts · Rating: 1500 · first AC: 2024-02-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[scutsky's solution](#)**1041.**

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,661 global accepts · Rating: 1500 · first AC: 2024-01-30 · last AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[scutsky's solution](#)**1042.**

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,375 global accepts · Rating: 1500 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[scutsky's solution](#)

**1043.**

1366C

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

Quality: 14,261 global accepts · Rating: 1500 · first AC: 2024-01-30 · last AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[scutsky's solution](#)

**1044.**

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,203 global accepts · Rating: 1500 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings  
[scutsky's solution](#)

**1045.**

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,520 global accepts · Rating: 1500 · first AC: 2024-01-28 · last AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, sortings  
[scutsky's solution](#)

**1046.**

1690E

[Price Maximization](#) · [Tutorial](#)

Quality: 16,992 global accepts · Rating: 1500 · first AC: 2024-01-20 · last AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers  
[scutsky's solution](#)

**1047.**

1898B

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

Quality: 14,613 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[scutsky's solution](#)

**1048.**

1883D

[In Love](#) · [Tutorial](#)

Quality: 14,529 global accepts · Rating: 1500 · first AC: 2023-10-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy  
[scutsky's solution](#)

**1049.**

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,695 global accepts · Rating: 1500 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dp  
[scutsky's solution](#)

**1050.**

1877D

[Effects of Anti Pimples](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, number theory, sortings  
[scutsky's solution](#)

**1051.**

103B

[Cthulhu](#) · [Tutorial](#)

Quality: 10,658 global accepts · Rating: 1500 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs  
[scutsky's solution](#)

**1052.**

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,477 global accepts · Rating: 1500 · first AC: 2023-09-06 · last AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[scutsky's solution](#)

**1053.**

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,441 global accepts · Rating: 1500 · first AC: 2023-09-06 · last AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, strings, two pointers

[scutsky's solution](#)

### 1054.

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,384 global accepts · Rating: 1500 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp

[scutsky's solution](#)

### 1055.

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,931 global accepts · Rating: 1500 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings, two pointers

[scutsky's solution](#)

### 1056.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,538 global accepts · Rating: 1500 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[scutsky's solution](#)

### 1057.

1538F

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

Quality: 22,217 global accepts · Rating: 1500 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, math, number theory

[scutsky's solution](#)

### 1058.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, two pointers

[scutsky's solution](#)

### 1059.

743C

[Vladik and fractions](#) · [Tutorial](#)

Quality: 13,403 global accepts · Rating: 1500 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[scutsky's solution](#)

### 1060.

212E

[IT Restaurants](#) · [Tutorial](#)

Quality: 2,196 global accepts · Rating: 1500 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[scutsky's solution](#)

### 1061.

1542B

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

Quality: 26,542 global accepts · Rating: 1500 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[scutsky's solution](#)

### 1062.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2023-08-31 · last AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[scutsky's solution](#)

### 1063.

884C

[Bertown Subway](#) · [Tutorial](#)

Quality: 5,170 global accepts · Rating: 1500 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, math  
[scutsky's solution](#)

### 1064.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,763 global accepts · Rating: 1500 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers  
[scutsky's solution](#)

### 1065.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs  
[scutsky's solution](#)

### 1066.

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,159 global accepts · Rating: 1500 · first AC: 2023-03-17 · last AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees  
[scutsky's solution](#)

### 1067.

91B

[Queue](#) · [Tutorial](#)

Quality: 7,739 global accepts · Rating: 1500 · first AC: 2023-08-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures  
[scutsky's solution](#)

### 1068.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,844 global accepts · Rating: 1500 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings  
[scutsky's solution](#)

### 1069.

701C

[They Are Everywhere](#) · [Tutorial](#)

Quality: 19,796 global accepts · Rating: 1500 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, strings, two pointers  
[scutsky's solution](#)

### 1070.

1851E

[Nastya and Potions](#) · [Tutorial](#)

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, sortings  
[scutsky's solution](#)

### 1071.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,477 global accepts · Rating: 1500 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings  
[scutsky's solution](#)

### 1072.

1272D

[Remove One Element](#) · [Tutorial](#)

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2023-05-19 · last AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp  
[scutsky's solution](#)

### 1073.

1818C

[Almost Increasing Subsequence](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy  
[scutsky's solution](#)

**1074.**

707C

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

Quality: 13,481 global accepts · Rating: 1500 · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory  
[scutsky's solution](#)

**1075.**

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,628 global accepts · Rating: 1500 · first AC: 2023-04-07 · last AC: 2023-04-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices  
[scutsky's solution](#)

**1076.**

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,879 global accepts · Rating: 1500 · first AC: 2023-04-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy  
[scutsky's solution](#)

**1077.**

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,471 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings  
[scutsky's solution](#)

**1078.**

39J

[Spelling Check](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 1500 · first AC: 2023-04-05 · C++17 (GCC 9-64) (first AC) · Tags: hashing, implementation, strings  
[scutsky's solution](#)

**1079.**

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, math, number theory  
[scutsky's solution](#)

**1080.**

1326D1

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

Quality: 13,296 global accepts · Rating: 1500 · first AC: 2023-04-04 · last AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: hashing, string suffix structures, strings  
[scutsky's solution](#)

**1081.**

1486B

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

Quality: 20,485 global accepts · Rating: 1500 · first AC: 2023-03-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, shortest paths, sortings  
[scutsky's solution](#)

**1082.**

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,147 global accepts · Rating: 1500 · first AC: 2023-03-27 · last AC: 2023-03-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, shortest paths  
[scutsky's solution](#)

**1083.**

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,176 global accepts · Rating: 1500 · first AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math  
[scutsky's solution](#)

**1084.**

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 1500 · first AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation

[scutsky's solution](#)

**1085.**

930A

[Peculiar apple-tree](#) · [Tutorial](#)

Quality: 8,388 global accepts · Rating: 1500 · first AC: 2023-03-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[scutsky's solution](#)

**1086.**

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,142 global accepts · Rating: 1500 · first AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math

[scutsky's solution](#)

**1087.**

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,649 global accepts · Rating: 1500 · first AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, strings

[scutsky's solution](#)

**1088.**

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,996 global accepts · Rating: 1500 · first AC: 2023-03-19 · last AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: dp

[scutsky's solution](#)

**1089.**

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,661 global accepts · Rating: 1500 · first AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[scutsky's solution](#)

**1090.**

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,486 global accepts · Rating: 1500 · first AC: 2023-03-16 · last AC: 2023-03-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[scutsky's solution](#)

**1091.**

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,559 global accepts · Rating: 1500 · first AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[scutsky's solution](#)

**1092.**

1526C1

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

Quality: 27,191 global accepts · Rating: 1500 · first AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy

[scutsky's solution](#)

**1093.**

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2023-03-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, sortings

[scutsky's solution](#)

**1094.**

1800E2

[Unforgivable Curse \(hard version\)](#) · [Tutorial](#)

Quality: 15,273 global accepts · Rating: 1500 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[scutsky's solution](#)

**1095.**

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,182 global accepts · Rating: 1500 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[scutsky's solution](#)

**1096.**

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1500 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures

[scutsky's solution](#)

**1097.**

1323B

[Count Subrectangles](#) · [Tutorial](#)

Quality: 11,770 global accepts · Rating: 1500 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation

[scutsky's solution](#)

**1098.**

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2022-12-20 · last AC: 2022-12-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[scutsky's solution](#)

**1099.**

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,015 global accepts · Rating: 1500 · first AC: 2022-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[scutsky's solution](#)

**1100.**

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,791 global accepts · Rating: 1500 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[scutsky's solution](#)

**1101.**

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,953 global accepts · Rating: 1600 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[scutsky's solution](#)

**1102.**

2184D

[Unfair Game](#) · [Tutorial](#)

Quality: 9,504 global accepts · Rating: 1600 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[scutsky's solution](#)

**1103.**

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,466 global accepts · Rating: 1600 · first AC: 2026-01-25 · last AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[scutsky's solution](#)

**1104.**

2172F

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

Quality: 3,896 global accepts · Rating: 1600 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, math

[scutsky's solution](#)

**1105.**

2171F

[Rae Taylor and Trees \(hard version\)](#) · [Tutorial](#)

Quality: 7,130 global accepts · Rating: 1600 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees

[scutsky's solution](#)

**1106.**

2167G

[Mukhammadali and the Smooth Array](#) · [Tutorial](#)

Quality: 11,022 global accepts · Rating: 1600 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[scutsky's solution](#)

**1107.**

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,136 global accepts · Rating: 1600 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, math, trees

[scutsky's solution](#)

**1108.**

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,264 global accepts · Rating: 1600 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[scutsky's solution](#)

**1109.**

518C

[Anya and Smartphone](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1600 · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, implementation

[scutsky's solution](#)

**1110.**

741A

[Arpa's loud Owf and Mehrdad's evil plan](#) · [Tutorial](#)

Quality: 5,695 global accepts · Rating: 1600 · first AC: 2025-06-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, math

[scutsky's solution](#)

**1111.**

1255C

[League of Leesins](#) · [Tutorial](#)

Quality: 7,223 global accepts · Rating: 1600 · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[scutsky's solution](#)

**1112.**

2085C

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

Quality: 13,563 global accepts · Rating: 1600 · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[scutsky's solution](#)

**1113.**

2084D

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

Quality: 8,843 global accepts · Rating: 1600 · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[scutsky's solution](#)

**1114.**

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[scutsky's solution](#)

**1115.**

599C

[Day at the Beach](#) · [Tutorial](#)

Quality: 5,076 global accepts · Rating: 1600 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings

[scutsky's solution](#)

**1116.**

1282B2

[K for the Price of One \(Hard Version\)](#) · [Tutorial](#)

Quality: 11,010 global accepts · Rating: 1600 · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings

[scutsky's solution](#)

**1117.**

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,681 global accepts · Rating: 1600 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, two pointers

[scutsky's solution](#)

**1118.**

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,175 global accepts · Rating: 1600 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

[scutsky's solution](#)

**1119.**

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,940 global accepts · Rating: 1600 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[scutsky's solution](#)

**1120.**

1730B

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

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[scutsky's solution](#)

**1121.**

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[scutsky's solution](#)

**1122.**

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, two pointers

[scutsky's solution](#)

**1123.**

1348C

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

Quality: 15,484 global accepts · Rating: 1600 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[scutsky's solution](#)

**1124.**

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,346 global accepts · Rating: 1600 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
[scutsky's solution](#)

**1125.**

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,321 global accepts · Rating: 1600 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
[scutsky's solution](#)

**1126.**

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,964 global accepts · Rating: 1600 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp  
[scutsky's solution](#)

**1127.**

2061D

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

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures  
[scutsky's solution](#)

**1128.**

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,724 global accepts · Rating: 1600 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers  
[scutsky's solution](#)

**1129.**

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, implementation, trees  
[scutsky's solution](#)

**1130.**

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,448 global accepts · Rating: 1600 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation  
[scutsky's solution](#)

**1131.**

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, sortings  
[scutsky's solution](#)

**1132.**

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,684 global accepts · Rating: 1600 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, sortings  
[scutsky's solution](#)

**1133.**

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,596 global accepts · Rating: 1600 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, sortings, two pointers  
[scutsky's solution](#)

**1134.**

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,074 global accepts · Rating: 1600 · first AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[scutsky's solution](#)

**1135.**

1334C

[Circle of Monsters](#) · [Tutorial](#)

Quality: 17,925 global accepts · Rating: 1600 · first AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[scutsky's solution](#)

**1136.**

1251C

[Minimize The Integer](#) · [Tutorial](#)

Quality: 14,339 global accepts · Rating: 1600 · first AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, two pointers

[scutsky's solution](#)

**1137.**

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,314 global accepts · Rating: 1600 · first AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[scutsky's solution](#)

**1138.**

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[scutsky's solution](#)

**1139.**

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,200 global accepts · Rating: 1600 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[scutsky's solution](#)

**1140.**

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,959 global accepts · Rating: 1600 · first AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[scutsky's solution](#)

**1141.**

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,941 global accepts · Rating: 1600 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, two pointers

[scutsky's solution](#)

**1142.**

2048D

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

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[scutsky's solution](#)

**1143.**

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1600 · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math

[scutsky's solution](#)

**1144.**

2047D

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

Rating: 1600 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings  
[scutsky's solution](#)

**1145.**

2037E

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

Quality: 7,374 global accepts · Rating: 1600 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, interactive, two pointers  
[scutsky's solution](#)

**1146.**

2036E

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

Quality: 9,540 global accepts · Rating: 1600 · first AC: 2024-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy  
[scutsky's solution](#)

**1147.**

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, greedy, implementation  
[scutsky's solution](#)

**1148.**

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,130 global accepts · Rating: 1600 · first AC: 2024-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, strings, two pointers  
[scutsky's solution](#)

**1149.**

1486C1

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

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive  
[scutsky's solution](#)

**1150.**

1610C

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

Quality: 15,624 global accepts · Rating: 1600 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy  
[scutsky's solution](#)

**1151.**

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings  
[scutsky's solution](#)

**1152.**

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,539 global accepts · Rating: 1600 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math  
[scutsky's solution](#)

**1153.**

1165E

[Two Arrays and Sum of Functions](#) · [Tutorial](#)

Quality: 10,022 global accepts · Rating: 1600 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings  
[scutsky's solution](#)

**1154.**

322B

[Ciel and Flowers](#) · [Tutorial](#)

Quality: 13,202 global accepts · Rating: 1600 · first AC: 2024-07-12 · last AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[scutsky's solution](#)

**1155.**

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,200 global accepts · Rating: 1600 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, sortings

[scutsky's solution](#)

**1156.**

1437D

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

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2023-03-17 · last AC: 2024-07-10 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths, trees

[scutsky's solution](#)

**1157.**

637D

[Running with Obstacles](#) · [Tutorial](#)

Quality: 2,126 global accepts · Rating: 1600 · first AC: 2024-07-09 · last AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: \*special, data structures, dp, greedy

[scutsky's solution](#)

**1158.**

1163B2

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

Quality: 7,647 global accepts · Rating: 1600 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[scutsky's solution](#)

**1159.**

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2024-07-02 · last AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings

[scutsky's solution](#)

**1160.**

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2024-06-27 · last AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings, trees

[scutsky's solution](#)

**1161.**

1003D

[Coins and Queries](#) · [Tutorial](#)

Quality: 8,563 global accepts · Rating: 1600 · first AC: 2024-06-27 · last AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[scutsky's solution](#)

**1162.**

923B

[Producing Snow](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1600 · first AC: 2024-05-24 · last AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[scutsky's solution](#)

**1163.**

1566D2

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

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2024-05-23 · last AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[scutsky's solution](#)

**1164.**

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,357 global accepts · Rating: 1600 · first AC: 2024-05-22 · last AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[scutsky's solution](#)

**1165.**

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2024-05-21 · last AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[scutsky's solution](#)

**1166.**

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,239 global accepts · Rating: 1600 · first AC: 2024-05-21 · last AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[scutsky's solution](#)

**1167.**

1461D

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

Quality: 10,285 global accepts · Rating: 1600 · first AC: 2024-05-20 · last AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[scutsky's solution](#)

**1168.**

916C

[Jamie and Interesting Graph](#) · [Tutorial](#)

Quality: 5,541 global accepts · Rating: 1600 · first AC: 2024-05-19 · last AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[scutsky's solution](#)

**1169.**

1849C

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

Quality: 12,533 global accepts · Rating: 1600 · first AC: 2024-05-18 · last AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[scutsky's solution](#)

**1170.**

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,010 global accepts · Rating: 1600 · first AC: 2024-05-18 · last AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[scutsky's solution](#)

**1171.**

1698D

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

Quality: 12,088 global accepts · Rating: 1600 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[scutsky's solution](#)

**1172.**

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,473 global accepts · Rating: 1600 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[scutsky's solution](#)

**1173.**

704A

[Thor](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2024-05-06 · last AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[scutsky's solution](#)

**1174.**

1133F1

[Spanning Tree with Maximum Degree](#) · [Tutorial](#)

Quality: 8,780 global accepts · Rating: 1600 · first AC: 2024-05-04 · last AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[scutsky's solution](#)

**1175.**

1968E

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

Quality: 12,640 global accepts · Rating: 1600 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[scutsky's solution](#)

**1176.**

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2024-04-30 · last AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[scutsky's solution](#)

**1177.**

1660E

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

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2024-04-30 · last AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[scutsky's solution](#)

**1178.**

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2024-04-30 · last AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, two pointers

[scutsky's solution](#)

**1179.**

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1600 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[scutsky's solution](#)

**1180.**

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,990 global accepts · Rating: 1600 · first AC: 2024-04-28 · last AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, sortings

[scutsky's solution](#)

**1181.**

1714D

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

Quality: 10,325 global accepts · Rating: 1600 · first AC: 2024-04-25 · last AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[scutsky's solution](#)

**1182.**

1029C

[Maximal Intersection](#) · [Tutorial](#)

Quality: 8,276 global accepts · Rating: 1600 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[scutsky's solution](#)

**1183.**

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1600 · first AC: 2024-04-23 · last AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: data

structures, expression parsing, implementation

[scutsky's solution](#)

**1184.**

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,392 global accepts · Rating: 1600 · first AC: 2024-04-22 · last AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[scutsky's solution](#)

**1185.**

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,360 global accepts · Rating: 1600 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, strings

[scutsky's solution](#)

**1186.**

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2024-04-19 · last AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp

[scutsky's solution](#)

**1187.**

1498C

[Planar Reflections](#) · [Tutorial](#)

Quality: 12,121 global accepts · Rating: 1600 · first AC: 2024-04-19 · last AC: 2024-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[scutsky's solution](#)

**1188.**

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,276 global accepts · Rating: 1600 · first AC: 2024-04-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[scutsky's solution](#)

**1189.**

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1600 · first AC: 2024-04-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[scutsky's solution](#)

**1190.**

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,670 global accepts · Rating: 1600 · first AC: 2024-04-19 · last AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[scutsky's solution](#)

**1191.**

605A

[Sorting Railway Cars](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[scutsky's solution](#)

**1192.**

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,787 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math, number theory

[scutsky's solution](#)

**1193.**

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,397 global accepts · Rating: 1600 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[scutsky's solution](#)

**1194.**

954D

[Fight Against Traffic](#) · [Tutorial](#)

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2024-04-08 · last AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[scutsky's solution](#)

**1195.**

1227D1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1600 · first AC: 2023-09-16 · last AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[scutsky's solution](#)

**1196.**

1753B

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

Quality: 14,997 global accepts · Rating: 1600 · first AC: 2024-04-06 · last AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[scutsky's solution](#)

**1197.**

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,443 global accepts · Rating: 1600 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: probabilities

[scutsky's solution](#)

**1198.**

11B

[Jumping Jack](#) · [Tutorial](#)

Quality: 5,709 global accepts · Rating: 1600 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: math

[scutsky's solution](#)

**1199.**

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,800 global accepts · Rating: 1600 · first AC: 2024-03-27 · last AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: dp

[scutsky's solution](#)

**1200.**

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,934 global accepts · Rating: 1600 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[scutsky's solution](#)

**1201.**

446A

[DZY Loves Sequences](#) · [Tutorial](#)

Quality: 13,531 global accepts · Rating: 1600 · first AC: 2024-03-02 · last AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, two pointers

[scutsky's solution](#)

**1202.**

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2024-03-02 · last AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[scutsky's solution](#)

**1203.**

735D

[Taxes](#) · [Tutorial](#)

Quality: 15,748 global accepts · Rating: 1600 · first AC: 2024-03-02 · last AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[scutsky's solution](#)

**1204.**

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,757 global accepts · Rating: 1600 · first AC: 2024-03-01 · last AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, two pointers

[scutsky's solution](#)

**1205.**

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,401 global accepts · Rating: 1600 · first AC: 2024-02-29 · last AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, sortings

[scutsky's solution](#)

**1206.**

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,472 global accepts · Rating: 1600 · first AC: 2024-02-28 · last AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[scutsky's solution](#)

**1207.**

165C

[Another Problem on Strings](#) · [Tutorial](#)

Quality: 13,826 global accepts · Rating: 1600 · first AC: 2024-02-28 · last AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, math, strings, two pointers

[scutsky's solution](#)

**1208.**

1537E1

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

Quality: 16,315 global accepts · Rating: 1600 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[scutsky's solution](#)

**1209.**

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1600 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory

[scutsky's solution](#)

**1210.**

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,417 global accepts · Rating: 1600 · first AC: 2024-01-15 · last AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy, math

[scutsky's solution](#)

**1211.**

733D

[Kostya the Sculptor](#) · [Tutorial](#)

Quality: 4,363 global accepts · Rating: 1600 · first AC: 2024-02-12 · last AC: 2024-02-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing

[scutsky's solution](#)

**1212.**

75C

[Modified GCD](#) · [Tutorial](#)

Quality: 15,650 global accepts · Rating: 1600 · first AC: 2024-02-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, number theory

[scutsky's solution](#)

**1213.**

1475E

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

Quality: 17,674 global accepts · Rating: 1600 · first AC: 2024-02-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings  
[scutsky's solution](#)

### 1214.

1527C

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

Quality: 14,980 global accepts · Rating: 1600 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: hashing, implementation, math  
[scutsky's solution](#)

### 1215.

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,838 global accepts · Rating: 1600 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp  
[scutsky's solution](#)

### 1216.

1519D

[Maximum Sum of Products](#) · [Tutorial](#)

Quality: 17,633 global accepts · Rating: 1600 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math, two pointers  
[scutsky's solution](#)

### 1217.

1395C

[Boboniu and Bit Operations](#) · [Tutorial](#)

Quality: 15,211 global accepts · Rating: 1600 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy  
[scutsky's solution](#)

### 1218.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,352 global accepts · Rating: 1600 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy  
[scutsky's solution](#)

### 1219.

1455D

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

Quality: 13,205 global accepts · Rating: 1600 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings  
[scutsky's solution](#)

### 1220.

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1600 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math  
[scutsky's solution](#)

### 1221.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, number theory, shortest paths  
[scutsky's solution](#)

### 1222.

597B

[Restaurant](#) · [Tutorial](#)

Quality: 5,667 global accepts · Rating: 1600 · first AC: 2024-01-30 · last AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings  
[scutsky's solution](#)

### 1223.

597A

[Divisibility](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1600 · first AC: 2024-01-30 · last AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: math  
[scutsky's solution](#)

**1224.**

1920C

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

Quality: 19,925 global accepts · Rating: 1600 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory  
[scutsky's solution](#)

**1225.**

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,800 global accepts · Rating: 1600 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, number theory  
[scutsky's solution](#)

**1226.**

858D

[Polycarp's phone book](#) · [Tutorial](#)

Quality: 4,183 global accepts · Rating: 1600 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings  
[scutsky's solution](#)

**1227.**

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,524 global accepts · Rating: 1600 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees  
[scutsky's solution](#)

**1228.**

979C

[Kuro and Walking Route](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1600 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, trees  
[scutsky's solution](#)

**1229.**

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, math  
[scutsky's solution](#)

**1230.**

1374E1

[Reading Books \(easy version\)](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings  
[scutsky's solution](#)

**1231.**

1353D

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

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2023-10-25 · last AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, sortings  
[scutsky's solution](#)

**1232.**

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,396 global accepts · Rating: 1600 · first AC: 2023-10-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive  
[scutsky's solution](#)

**1233.**

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,804 global accepts · Rating: 1600 · first AC: 2023-10-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math, two pointers  
[scutsky's solution](#)

**1234.**

1056D

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

Quality: 6,722 global accepts · Rating: 1600 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[scutsky's solution](#)

**1235.**

1886C

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

Quality: 16,609 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[scutsky's solution](#)

**1236.**

682C

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

Quality: 8,083 global accepts · Rating: 1600 · first AC: 2023-10-09 · last AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[scutsky's solution](#)

**1237.**

741B

[Arpa's weak amphitheater and Mehrdad's valuable Hoses](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2023-10-07 · last AC: 2023-10-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu

[scutsky's solution](#)

**1238.**

731C

[Socks](#) · [Tutorial](#)

Quality: 7,864 global accepts · Rating: 1600 · first AC: 2023-10-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[scutsky's solution](#)

**1239.**

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,110 global accepts · Rating: 1600 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[scutsky's solution](#)

**1240.**

23B

[Party](#) · [Tutorial](#)

Quality: 3,863 global accepts · Rating: 1600 · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math

[scutsky's solution](#)

**1241.**

639B

[Bear and Forgotten Tree 3](#) · [Tutorial](#)

Quality: 6,996 global accepts · Rating: 1600 · first AC: 2023-09-25 · last AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, trees

[scutsky's solution](#)

**1242.**

34D

[Road Map](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[scutsky's solution](#)

**1243.**

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2023-09-24 · last AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[scutsky's solution](#)

**1244.**

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,473 global accepts · Rating: 1600 · first AC: 2023-09-22 · last AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[scutsky's solution](#)

**1245.**

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,992 global accepts · Rating: 1600 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[scutsky's solution](#)

**1246.**

131D

[Subway](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1600 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[scutsky's solution](#)

**1247.**

500B

[New Year Permutation](#) · [Tutorial](#)

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[scutsky's solution](#)

**1248.**

246D

[Colorful Graph](#) · [Tutorial](#)

Quality: 10,291 global accepts · Rating: 1600 · first AC: 2023-09-20 · last AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs

[scutsky's solution](#)

**1249.**

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 1600 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[scutsky's solution](#)

**1250.**

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,171 global accepts · Rating: 1600 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, sortings

[scutsky's solution](#)

**1251.**

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[scutsky's solution](#)

**1252.**

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,594 global accepts · Rating: 1600 · first AC: 2023-09-09 · last AC: 2023-09-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[scutsky's solution](#)

**1253.**

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,336 global accepts · Rating: 1600 · first AC: 2023-09-03 · last AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp

[scutsky's solution](#)

**1254.**

1861C

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

Quality: 12,315 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

[scutsky's solution](#)

**1255.**

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[scutsky's solution](#)

**1256.**

1476C

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

Quality: 12,301 global accepts · Rating: 1600 · first AC: 2023-08-31 · last AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy

[scutsky's solution](#)

**1257.**

1840E

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

Quality: 9,309 global accepts · Rating: 1600 · first AC: 2023-08-30 · last AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, implementation

[scutsky's solution](#)

**1258.**

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[scutsky's solution](#)

**1259.**

1396A

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

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2023-08-29 · last AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[scutsky's solution](#)

**1260.**

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,849 global accepts · Rating: 1600 · first AC: 2023-08-29 · last AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings

[scutsky's solution](#)

**1261.**

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory, sortings

[scutsky's solution](#)

**1262.**

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,516 global accepts · Rating: 1600 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force

[scutsky's solution](#)

**1263.**

1497C2

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

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[scutsky's solution](#)

**1264.**

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,367 global accepts · Rating: 1600 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[scutsky's solution](#)

**1265.**

1352G

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

Quality: 24,808 global accepts · Rating: 1600 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[scutsky's solution](#)

**1266.**

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,378 global accepts · Rating: 1600 · first AC: 2023-08-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers

[scutsky's solution](#)

**1267.**

1862E

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

Quality: 12,786 global accepts · Rating: 1600 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[scutsky's solution](#)

**1268.**

28B

[pSort](#) · [Tutorial](#)

Quality: 5,520 global accepts · Rating: 1600 · first AC: 2023-08-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

[scutsky's solution](#)

**1269.**

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: trees

[scutsky's solution](#)

**1270.**

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[scutsky's solution](#)

**1271.**

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2023-08-22 · last AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[scutsky's solution](#)

**1272.**

780C

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Quality: 10,018 global accepts · Rating: 1600 · first AC: 2023-08-22 · last AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[scutsky's solution](#)

**1273.**

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[scutsky's solution](#)

**1274.**

369C

[Valera and Elections](#) · [Tutorial](#)

Quality: 12,035 global accepts · Rating: 1600 · first AC: 2023-08-22 · last AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[scutsky's solution](#)

**1275.**

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,477 global accepts · Rating: 1600 · first AC: 2023-08-22 · last AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[scutsky's solution](#)

**1276.**

1593E

[Gardener and Tree](#) · [Tutorial](#)

Quality: 14,729 global accepts · Rating: 1600 · first AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[scutsky's solution](#)

**1277.**

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,013 global accepts · Rating: 1600 · first AC: 2023-08-16 · last AC: 2023-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, strings

[scutsky's solution](#)

**1278.**

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,327 global accepts · Rating: 1600 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math

[scutsky's solution](#)

**1279.**

1843E

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

Quality: 17,810 global accepts · Rating: 1600 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[scutsky's solution](#)

**1280.**

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 1600 · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[scutsky's solution](#)

**1281.**

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,133 global accepts · Rating: 1600 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math

[scutsky's solution](#)

**1282.**

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,987 global accepts · Rating: 1600 · first AC: 2023-05-01 · C++17 (GCC 9-64) (first AC) · Tags: number theory

[scutsky's solution](#)

**1283.**

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,931 global accepts · Rating: 1600 · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[scutsky's solution](#)

**1284.**

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory

[scutsky's solution](#)

**1285.**

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1600 · first AC: 2023-04-07 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[scutsky's solution](#)

**1286.**

1165D

[Almost All Divisors](#) · [Tutorial](#)

Quality: 19,724 global accepts · Rating: 1600 · first AC: 2023-04-05 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[scutsky's solution](#)

**1287.**

1771C

[Hossam and Trainees](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1600 · first AC: 2023-04-05 · last AC: 2023-04-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[scutsky's solution](#)

**1288.**

1045I

[Palindrome Pairs](#) · [Tutorial](#)

Quality: 5,467 global accepts · Rating: 1600 · first AC: 2023-04-05 · C++17 (GCC 9-64) (first AC) · Tags: hashing, strings

[scutsky's solution](#)

**1289.**

1795D

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

Quality: 13,078 global accepts · Rating: 1600 · first AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[scutsky's solution](#)

**1290.**

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,085 global accepts · Rating: 1600 · first AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: games, trees

[scutsky's solution](#)

**1291.**

763A

[Timofey and a tree](#) · [Tutorial](#)

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[scutsky's solution](#)

**1292.**

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,299 global accepts · Rating: 1600 · first AC: 2023-03-20 · last AC: 2023-03-20 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[scutsky's solution](#)

**1293.**

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,641 global accepts · Rating: 1600 · first AC: 2023-03-20 · last AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[scutsky's solution](#)

**1294.**

1528A

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

Quality: 18,990 global accepts · Rating: 1600 · first AC: 2023-03-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[scutsky's solution](#)

**1295.**

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,670 global accepts · Rating: 1600 · first AC: 2023-03-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[scutsky's solution](#)

**1296.**

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,784 global accepts · Rating: 1600 · first AC: 2023-03-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, trees

[scutsky's solution](#)

**1297.**

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,746 global accepts · Rating: 1600 · first AC: 2023-03-12 · last AC: 2023-03-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[scutsky's solution](#)

**1298.**

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,631 global accepts · Rating: 1600 · first AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[scutsky's solution](#)

**1299.**

1526C2

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

Quality: 29,754 global accepts · Rating: 1600 · first AC: 2023-03-13 · last AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[scutsky's solution](#)

**1300.**

1722E

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

Quality: 13,368 global accepts · Rating: 1600 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation

[scutsky's solution](#)

**1301.**

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,548 global accepts · Rating: 1600 · first AC: 2022-12-12 · last AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[scutsky's solution](#)

**1302.**

1512E

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

Quality: 11,384 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[scutsky's solution](#)

**1303.**

2185F

[BattleCows](#) · [Tutorial](#)

Quality: 5,015 global accepts · Rating: 1700 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, implementation

[scutsky's solution](#)

**1304.**

1102E

[Monotonic Renumeration](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, sortings  
[scutsky's solution](#)

**1305.**

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math  
[scutsky's solution](#)

**1306.**

2109C2

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

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory  
[scutsky's solution](#)

**1307.**

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math  
[scutsky's solution](#)

**1308.**

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,889 global accepts · Rating: 1700 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, number theory  
[scutsky's solution](#)

**1309.**

1228C

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

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory  
[scutsky's solution](#)

**1310.**

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math  
[scutsky's solution](#)

**1311.**

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,784 global accepts · Rating: 1700 · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory  
[scutsky's solution](#)

**1312.**

321A

[Ciel and Robot](#) · [Tutorial](#)

Quality: 3,901 global accepts · Rating: 1700 · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math  
[scutsky's solution](#)

**1313.**

183A

[Headquarters](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 1700 · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math  
[scutsky's solution](#)

**1314.**

578A

[A Problem about Polyline](#) · [Tutorial](#)

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math  
[scutsky's solution](#)

**1315.**

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,007 global accepts · Rating: 1700 · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math, number theory  
[scutsky's solution](#)

**1316.**

2089A

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

Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory  
[scutsky's solution](#)

**1317.**

93A

[Frames](#) · [Tutorial](#)

Quality: 2,072 global accepts · Rating: 1700 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation  
[scutsky's solution](#)

**1318.**

718A

[Efim and Strange Grade](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1700 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, math  
[scutsky's solution](#)

**1319.**

778A

[String Game](#) · [Tutorial](#)

Quality: 12,831 global accepts · Rating: 1700 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, strings  
[scutsky's solution](#)

**1320.**

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings  
[scutsky's solution](#)

**1321.**

449A

[Jzzhu and Chocolate](#) · [Tutorial](#)

Quality: 4,126 global accepts · Rating: 1700 · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[scutsky's solution](#)

**1322.**

917B

[MADMAX](#) · [Tutorial](#)

Quality: 4,003 global accepts · Rating: 1700 · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs  
[scutsky's solution](#)

**1323.**

2094G

[Chimpanzini Bananini](#) · [Tutorial](#)

Quality: 7,849 global accepts · Rating: 1700 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math  
[scutsky's solution](#)

**1324.**

2044G1

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

Quality: 7,332 global accepts · Rating: 1700 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees

[scutsky's solution](#)

**1325.**

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[scutsky's solution](#)

**1326.**

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, strings

[scutsky's solution](#)

**1327.**

287B

[Pipeline](#) · [Tutorial](#)

Quality: 11,541 global accepts · Rating: 1700 · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

[scutsky's solution](#)

**1328.**

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,822 global accepts · Rating: 1700 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[scutsky's solution](#)

**1329.**

2065G

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

Quality: 6,286 global accepts · Rating: 1700 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[scutsky's solution](#)

**1330.**

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math, number theory

[scutsky's solution](#)

**1331.**

546D

[Soldier and Number Game](#) · [Tutorial](#)

Quality: 13,771 global accepts · Rating: 1700 · first AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[scutsky's solution](#)

**1332.**

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,112 global accepts · Rating: 1700 · first AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[scutsky's solution](#)

**1333.**

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,698 global accepts · Rating: 1700 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[scutsky's solution](#)

**1334.**

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, graphs, interactive  
[scutsky's solution](#)

**1335.**

2045A

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

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy  
[scutsky's solution](#)

**1336.**

1936A

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

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math  
[scutsky's solution](#)

**1337.**

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,667 global accepts · Rating: 1700 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math  
[scutsky's solution](#)

**1338.**

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, sortings  
[scutsky's solution](#)

**1339.**

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, math, number theory  
[scutsky's solution](#)

**1340.**

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,603 global accepts · Rating: 1700 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, number theory  
[scutsky's solution](#)

**1341.**

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[scutsky's solution](#)

**1342.**

2027D1

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

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers  
[scutsky's solution](#)

**1343.**

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,369 global accepts · Rating: 1700 · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy,

probabilities

[scutsky's solution](#)

**1344.**

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1700 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings, two pointers

[scutsky's solution](#)

**1345.**

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[scutsky's solution](#)

**1346.**

2009F

[Firefly's Queries](#) · [Tutorial](#)

Quality: 8,490 global accepts · Rating: 1700 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, flows, math

[scutsky's solution](#)

**1347.**

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[scutsky's solution](#)

**1348.**

1699C

[The Third Problem](#) · [Tutorial](#)

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[scutsky's solution](#)

**1349.**

387C

[George and Number](#) · [Tutorial](#)

Quality: 2,287 global accepts · Rating: 1700 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[scutsky's solution](#)

**1350.**

1999G2

[Ruler \(hard version\)](#) · [Tutorial](#)

Quality: 11,031 global accepts · Rating: 1700 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

[scutsky's solution](#)

**1351.**

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2024-07-14 · last AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[scutsky's solution](#)

**1352.**

66D

[Petya and His Friends](#) · [Tutorial](#)

Quality: 3,612 global accepts · Rating: 1700 · first AC: 2024-07-13 · last AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[scutsky's solution](#)

**1353.**

159E

[Zebra Tower](#) · [Tutorial](#)

Quality: 1,098 global accepts · Rating: 1700 · first AC: 2024-07-13 · last AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: \*special, data structures, greedy, sortings

[scutsky's solution](#)

**1354.**

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[scutsky's solution](#)

**1355.**

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,760 global accepts · Rating: 1700 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[scutsky's solution](#)

**1356.**

644B

[Processing Queries](#) · [Tutorial](#)

Quality: 2,845 global accepts · Rating: 1700 · first AC: 2024-07-10 · last AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: \*special, constructive algorithms, data structures, two pointers

[scutsky's solution](#)

**1357.**

1413D

[Shurikens](#) · [Tutorial](#)

Quality: 6,916 global accepts · Rating: 1700 · first AC: 2024-06-30 · last AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation

[scutsky's solution](#)

**1358.**

1000C

[Covered Points Count](#) · [Tutorial](#)

Quality: 8,439 global accepts · Rating: 1700 · first AC: 2024-06-30 · last AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[scutsky's solution](#)

**1359.**

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,578 global accepts · Rating: 1700 · first AC: 2024-06-29 · last AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math

[scutsky's solution](#)

**1360.**

978G

[Petya's Exams](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1700 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[scutsky's solution](#)

**1361.**

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,864 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings

[scutsky's solution](#)

**1362.**

1185C2

[Exam in BerSU \(hard version\)](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2024-05-24 · last AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, math

[scutsky's solution](#)

**1363.**

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2024-05-24 · last AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[scutsky's solution](#)

### 1364.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2024-05-24 · last AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, implementation

[scutsky's solution](#)

### 1365.

1497E1

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

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2024-05-22 · last AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[scutsky's solution](#)

### 1366.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[scutsky's solution](#)

### 1367.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,376 global accepts · Rating: 1700 · first AC: 2024-05-22 · last AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[scutsky's solution](#)

### 1368.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2024-05-21 · last AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[scutsky's solution](#)

### 1369.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[scutsky's solution](#)

### 1370.

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,368 global accepts · Rating: 1700 · first AC: 2024-05-16 · last AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[scutsky's solution](#)

### 1371.

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2024-05-16 · last AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

[scutsky's solution](#)

### 1372.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, interactive, math

[scutsky's solution](#)

### 1373.

1690F

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

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2024-05-05 · last AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, number theory, strings

[scutsky's solution](#)

### 1374.

1472E

#### [Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2024-05-11 · last AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[scutsky's solution](#)

### 1375.

1971G

#### [XOUR](#) · [Tutorial](#)

Quality: 11,491 global accepts · Rating: 1700 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, sortings

[scutsky's solution](#)

### 1376.

1579E2

#### [Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,369 global accepts · Rating: 1700 · first AC: 2024-05-04 · last AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[scutsky's solution](#)

### 1377.

1538D

#### [Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,270 global accepts · Rating: 1700 · first AC: 2024-05-04 · last AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[scutsky's solution](#)

### 1378.

1619E

#### [MEX and Increments](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2024-05-02 · last AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[scutsky's solution](#)

### 1379.

1580A

#### [Portal](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1700 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[scutsky's solution](#)

### 1380.

1583C

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

Quality: 7,440 global accepts · Rating: 1700 · first AC: 2024-05-01 · last AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[scutsky's solution](#)

### 1381.

1157C2

#### [Increasing Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 9,084 global accepts · Rating: 1700 · first AC: 2024-04-30 · last AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[scutsky's solution](#)

### 1382.

1660F1

#### [Promising String \(easy version\)](#) · [Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, strings

[scutsky's solution](#)

**1383.**

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-04-29 · last AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy

[scutsky's solution](#)

**1384.**

1092C

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 6,347 global accepts · Rating: 1700 · first AC: 2024-04-29 · last AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: strings

[scutsky's solution](#)

**1385.**

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2024-04-27 · last AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[scutsky's solution](#)

**1386.**

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,479 global accepts · Rating: 1700 · first AC: 2024-04-26 · last AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory

[scutsky's solution](#)

**1387.**

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,748 global accepts · Rating: 1700 · first AC: 2024-04-23 · last AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[scutsky's solution](#)

**1388.**

1700C

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

Quality: 12,166 global accepts · Rating: 1700 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[scutsky's solution](#)

**1389.**

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,811 global accepts · Rating: 1700 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[scutsky's solution](#)

**1390.**

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2024-04-22 · last AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[scutsky's solution](#)

**1391.**

567C

[Geometric Progression](#) · [Tutorial](#)

Quality: 10,435 global accepts · Rating: 1700 · first AC: 2024-04-19 · last AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[scutsky's solution](#)

**1392.**

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,550 global accepts · Rating: 1700 · first AC: 2024-04-08 · last AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[scutsky's solution](#)

### 1393.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,801 global accepts · Rating: 1700 · first AC: 2023-05-06 · last AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[scutsky's solution](#)

### 1394.

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,292 global accepts · Rating: 1700 · first AC: 2024-04-15 · last AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: dp

[scutsky's solution](#)

### 1395.

164A

[Variable, or There and Back Again](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 1700 · first AC: 2024-04-12 · last AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[scutsky's solution](#)

### 1396.

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1700 · first AC: 2024-04-08 · last AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[scutsky's solution](#)

### 1397.

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1700 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[scutsky's solution](#)

### 1398.

460C

[Present](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1700 · first AC: 2024-04-05 · last AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[scutsky's solution](#)

### 1399.

518D

[Ilya and Escalator](#) · [Tutorial](#)

Quality: 8,170 global accepts · Rating: 1700 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[scutsky's solution](#)

### 1400.

294B

[Shaass and Bookshelf](#) · [Tutorial](#)

Quality: 5,038 global accepts · Rating: 1700 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[scutsky's solution](#)

### 1401.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2024-03-30 · last AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[scutsky's solution](#)

### 1402.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,421 global accepts · Rating: 1700 · first AC: 2024-03-29 · last AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[scutsky's solution](#)

### 1403.

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 1700 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[scutsky's solution](#)

### 1404.

1006D

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

Quality: 6,477 global accepts · Rating: 1700 · first AC: 2024-03-14 · last AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[scutsky's solution](#)

### 1405.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2024-03-12 · last AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, number theory

[scutsky's solution](#)

### 1406.

766C

[Mahmoud and a Message](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 1700 · first AC: 2024-03-10 · last AC: 2024-03-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, strings

[scutsky's solution](#)

### 1407.

385C

[Bear and Prime Numbers](#) · [Tutorial](#)

Quality: 10,587 global accepts · Rating: 1700 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, math, number theory

[scutsky's solution](#)

### 1408.

1324E

[Sleeping Schedule](#) · [Tutorial](#)

Quality: 17,015 global accepts · Rating: 1700 · first AC: 2024-03-01 · last AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[scutsky's solution](#)

### 1409.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,970 global accepts · Rating: 1700 · first AC: 2024-02-28 · last AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, strings

[scutsky's solution](#)

### 1410.

316G1

[Good Substrings](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 1700 · first AC: 2024-02-24 · C++17 (GCC 9-64) (first AC) · Tags: hashing, strings

[scutsky's solution](#)

### 1411.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,012 global accepts · Rating: 1700 · first AC: 2024-02-13 · last AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[scutsky's solution](#)

**1412.**

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[scutsky's solution](#)

**1413.**

4D

[Mysterious Present](#) · [Tutorial](#)

Quality: 12,114 global accepts · Rating: 1700 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[scutsky's solution](#)

**1414.**

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,484 global accepts · Rating: 1700 · first AC: 2024-02-07 · last AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: dp

[scutsky's solution](#)

**1415.**

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,922 global accepts · Rating: 1700 · first AC: 2024-02-04 · last AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[scutsky's solution](#)

**1416.**

489D

[Unbearable Controversy of Being](#) · [Tutorial](#)

Quality: 7,050 global accepts · Rating: 1700 · first AC: 2024-02-03 · last AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, graphs

[scutsky's solution](#)

**1417.**

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,520 global accepts · Rating: 1700 · first AC: 2023-04-04 · last AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[scutsky's solution](#)

**1418.**

101B

[Buses](#) · [Tutorial](#)

Quality: 3,195 global accepts · Rating: 1700 · first AC: 2024-01-30 · last AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[scutsky's solution](#)

**1419.**

127D

[Password](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings

[scutsky's solution](#)

**1420.**

1901D

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

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation, math

[scutsky's solution](#)

**1421.**

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2023-09-08 · last AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[scutsky's solution](#)

**1422.**

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2023-11-23 · last AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[scutsky's solution](#)

**1423.**

1709D

[Rororobot](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1700 · first AC: 2023-11-13 · last AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math

[scutsky's solution](#)

**1424.**

1779D

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

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[scutsky's solution](#)

**1425.**

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1700 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[scutsky's solution](#)

**1426.**

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2023-11-01 · last AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[scutsky's solution](#)

**1427.**

1594D

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

Quality: 9,401 global accepts · Rating: 1700 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[scutsky's solution](#)

**1428.**

1731D

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

Quality: 8,504 global accepts · Rating: 1700 · first AC: 2023-10-30 · last AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[scutsky's solution](#)

**1429.**

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

[scutsky's solution](#)

**1430.**

1881F

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

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[scutsky's solution](#)

**1431.**

1822F

[Gardening Friends](#) · [Tutorial](#)

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp,

graphs, trees

[scutsky's solution](#)

**1432.**

1592C

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

Quality: 9,134 global accepts · Rating: 1700 · first AC: 2023-10-08 · last AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[scutsky's solution](#)

**1433.**

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,583 global accepts · Rating: 1700 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[scutsky's solution](#)

**1434.**

691D

[Swaps in Permutation](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1700 · first AC: 2023-10-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, math

[scutsky's solution](#)

**1435.**

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,184 global accepts · Rating: 1700 · first AC: 2023-10-07 · last AC: 2023-10-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[scutsky's solution](#)

**1436.**

276D

[Little Girl and Maximum XOR](#) · [Tutorial](#)

Quality: 16,373 global accepts · Rating: 1700 · first AC: 2023-09-29 · last AC: 2023-09-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[scutsky's solution](#)

**1437.**

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,499 global accepts · Rating: 1700 · first AC: 2023-09-28 · last AC: 2023-09-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[scutsky's solution](#)

**1438.**

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,754 global accepts · Rating: 1700 · first AC: 2023-09-24 · last AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu

[scutsky's solution](#)

**1439.**

1411C

[Peaceful Rooks](#) · [Tutorial](#)

Quality: 8,577 global accepts · Rating: 1700 · first AC: 2023-09-22 · last AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

[scutsky's solution](#)

**1440.**

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[scutsky's solution](#)

**1441.**

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,330 global accepts · Rating: 1700 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs  
[scutsky's solution](#)

**1442.**

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,251 global accepts · Rating: 1700 · first AC: 2023-09-21 · last AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[scutsky's solution](#)

**1443.**

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,120 global accepts · Rating: 1700 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[scutsky's solution](#)

**1444.**

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[scutsky's solution](#)

**1445.**

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,906 global accepts · Rating: 1700 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, two pointers

[scutsky's solution](#)

**1446.**

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[scutsky's solution](#)

**1447.**

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2023-09-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[scutsky's solution](#)

**1448.**

818D

[Multicolored Cars](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1700 · first AC: 2023-09-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[scutsky's solution](#)

**1449.**

1869D1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[scutsky's solution](#)

**1450.**

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2023-08-30 · last AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[scutsky's solution](#)

**1451.**

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-09-01 · last AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[scutsky's solution](#)

**1452.**

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,300 global accepts · Rating: 1700 · first AC: 2023-08-31 · last AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[scutsky's solution](#)

**1453.**

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1700 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, two pointers

[scutsky's solution](#)

**1454.**

1381A2

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

Quality: 14,326 global accepts · Rating: 1700 · first AC: 2023-08-29 · last AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[scutsky's solution](#)

**1455.**

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1700 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[scutsky's solution](#)

**1456.**

678D

[Iterated Linear Function](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 1700 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[scutsky's solution](#)

**1457.**

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,625 global accepts · Rating: 1700 · first AC: 2023-08-27 · C++17 (GCC 9-64) (first AC) · Tags: dp

[scutsky's solution](#)

**1458.**

1009D

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

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2023-08-26 · last AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

[scutsky's solution](#)

**1459.**

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2023-08-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[scutsky's solution](#)

**1460.**

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[scutsky's solution](#)

**1461.**

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2023-08-23 · last AC: 2023-08-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[scutsky's solution](#)

**1462.**

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,365 global accepts · Rating: 1700 · first AC: 2023-08-23 · last AC: 2023-08-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[scutsky's solution](#)

**1463.**

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, math

[scutsky's solution](#)

**1464.**

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, shortest paths

[scutsky's solution](#)

**1465.**

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2023-08-22 · last AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[scutsky's solution](#)

**1466.**

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2023-08-22 · last AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

[scutsky's solution](#)

**1467.**

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,575 global accepts · Rating: 1700 · first AC: 2023-08-22 · last AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[scutsky's solution](#)

**1468.**

977F

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

Quality: 25,136 global accepts · Rating: 1700 · first AC: 2023-08-21 · C++17 (GCC 9-64) (first AC) · Tags: dp

[scutsky's solution](#)

**1469.**

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,490 global accepts · Rating: 1700 · first AC: 2023-08-21 · last AC: 2023-08-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[scutsky's solution](#)

**1470.**

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,951 global accepts · Rating: 1700 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[scutsky's solution](#)

**1471.**

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[scutsky's solution](#)

**1472.**

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[scutsky's solution](#)

**1473.**

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,146 global accepts · Rating: 1700 · first AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

[scutsky's solution](#)

**1474.**

1249E

[By Elevator or Stairs?](#) · [Tutorial](#)

Quality: 11,003 global accepts · Rating: 1700 · first AC: 2023-04-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, shortest paths

[scutsky's solution](#)

**1475.**

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,566 global accepts · Rating: 1700 · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[scutsky's solution](#)

**1476.**

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,663 global accepts · Rating: 1700 · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[scutsky's solution](#)

**1477.**

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2023-04-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation

[scutsky's solution](#)

**1478.**

126B

[Password](#) · [Tutorial](#)

Quality: 24,773 global accepts · Rating: 1700 · first AC: 2023-04-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[scutsky's solution](#)

**1479.**

1783C

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

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-03-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[scutsky's solution](#)

**1480.**

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1700 · first AC: 2023-03-23 · last AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[scutsky's solution](#)

**1481.**

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,105 global accepts · Rating: 1700 · first AC: 2023-03-16 · last AC: 2023-03-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[scutsky's solution](#)

**1482.**

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,559 global accepts · Rating: 1700 · first AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees  
[scutsky's solution](#)

**1483.**

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,893 global accepts · Rating: 1700 · first AC: 2023-03-04 · last AC: 2023-03-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers  
[scutsky's solution](#)

**1484.**

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,604 global accepts · Rating: 1700 · first AC: 2023-03-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math  
[scutsky's solution](#)

**1485.**

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 1700 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation  
[scutsky's solution](#)

**1486.**

229B

[Planets](#) · [Tutorial](#)

Quality: 5,786 global accepts · Rating: 1700 · first AC: 2023-01-07 · last AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graphs, shortest paths  
[scutsky's solution](#)

**1487.**

540B

[School Marks](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1700 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[scutsky's solution](#)

**1488.**

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2022-12-18 · last AC: 2022-12-22 · C++17 (GCC 7-32) (first AC) · Tags: games  
[scutsky's solution](#)

**1489.**

1760G

[SlavicG's Favorite Problem](#) · [Tutorial](#)

Quality: 10,315 global accepts · Rating: 1700 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs  
[scutsky's solution](#)

**1490.**

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,393 global accepts · Rating: 1700 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory  
[scutsky's solution](#)

**1491.**

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 1800 · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees  
[scutsky's solution](#)

**1492.**

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,765 global accepts · Rating: 1800 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs,

sortings

[scutsky's solution](#)

**1493.**

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,568 global accepts · Rating: 1800 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[scutsky's solution](#)

**1494.**

2184E

[Exquisite Array](#) · [Tutorial](#)

Quality: 5,773 global accepts · Rating: 1800 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dsu, sortings

[scutsky's solution](#)

**1495.**

2185G

[Mixing MEXes](#) · [Tutorial](#)

Quality: 3,311 global accepts · Rating: 1800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[scutsky's solution](#)

**1496.**

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[scutsky's solution](#)

**1497.**

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 7,001 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[scutsky's solution](#)

**1498.**

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,595 global accepts · Rating: 1800 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[scutsky's solution](#)

**1499.**

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[scutsky's solution](#)

**1500.**

519D

[A and B and Interesting Substrings](#) · [Tutorial](#)

Quality: 6,899 global accepts · Rating: 1800 · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, two pointers

[scutsky's solution](#)

**1501.**

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, hashing, strings

[scutsky's solution](#)

**1502.**

922D

[Robot Vacuum Cleaner](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 1800 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
[scutsky's solution](#)

**1503.**

44D

[Hyperdrive](#) · [Tutorial](#)

Quality: 800 global accepts · Rating: 1800 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
[scutsky's solution](#)

**1504.**

30C

[Shooting Gallery](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 1800 · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, probabilities  
[scutsky's solution](#)

**1505.**

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,161 global accepts · Rating: 1800 · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, probabilities  
[scutsky's solution](#)

**1506.**

132C

[Logo Turtle](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 1800 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp  
[scutsky's solution](#)

**1507.**

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,127 global accepts · Rating: 1800 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers  
[scutsky's solution](#)

**1508.**

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,582 global accepts · Rating: 1800 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy  
[scutsky's solution](#)

**1509.**

2117F

[Wildflower](#) · [Tutorial](#)

Quality: 5,930 global accepts · Rating: 1800 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, trees  
[scutsky's solution](#)

**1510.**

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,702 global accepts · Rating: 1800 · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics  
[scutsky's solution](#)

**1511.**

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers  
[scutsky's solution](#)

**1512.**

1446B

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

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings  
[scutsky's solution](#)

**1513.**

300C

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

Quality: 11,760 global accepts · Rating: 1800 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics  
[scutsky's solution](#)

**1514.**

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,210 global accepts · Rating: 1800 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp  
[scutsky's solution](#)

**1515.**

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,949 global accepts · Rating: 1800 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math, two pointers  
[scutsky's solution](#)

**1516.**

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,944 global accepts · Rating: 1800 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, games, greedy  
[scutsky's solution](#)

**1517.**

1509C

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

Quality: 15,313 global accepts · Rating: 1800 · first AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy  
[scutsky's solution](#)

**1518.**

2071D1

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

Quality: 6,694 global accepts · Rating: 1800 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, implementation, math  
[scutsky's solution](#)

**1519.**

2045M

[Mirror Maze](#) · [Tutorial](#)

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation  
[scutsky's solution](#)

**1520.**

2043D

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

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, flows, math, number theory  
[scutsky's solution](#)

**1521.**

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, trees  
[scutsky's solution](#)

**1522.**

1154E

[Two Teams](#) · [Tutorial](#)

Quality: 6,951 global accepts · Rating: 1800 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings

[scutsky's solution](#)

**1523.**

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[scutsky's solution](#)

**1524.**

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1800 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[scutsky's solution](#)

**1525.**

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,600 global accepts · Rating: 1800 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[scutsky's solution](#)

**1526.**

1719D1

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

Rating: 1800 · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy

[scutsky's solution](#)

**1527.**

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[scutsky's solution](#)

**1528.**

2039C2

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

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

[scutsky's solution](#)

**1529.**

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,082 global accepts · Rating: 1800 · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[scutsky's solution](#)

**1530.**

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[scutsky's solution](#)

**1531.**

2035D

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

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[scutsky's solution](#)

**1532.**

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[scutsky's solution](#)

**1533.**

1674F

[Desktop Rearrangement](#) · [Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation

[scutsky's solution](#)

**1534.**

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,728 global accepts · Rating: 1800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[scutsky's solution](#)

**1535.**

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,672 global accepts · Rating: 1800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[scutsky's solution](#)

**1536.**

1296E1

[String Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[scutsky's solution](#)

**1537.**

1196E

[Connected Component on a Chessboard](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1800 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[scutsky's solution](#)

**1538.**

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[scutsky's solution](#)

**1539.**

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,323 global accepts · Rating: 1800 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: dp

[scutsky's solution](#)

**1540.**

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,275 global accepts · Rating: 1800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation, math

[scutsky's solution](#)

**1541.**

1809D

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

Quality: 7,279 global accepts · Rating: 1800 · first AC: 2023-03-23 · last AC: 2024-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[scutsky's solution](#)

**1542.**

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[scutsky's solution](#)

**1543.**

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,121 global accepts · Rating: 1800 · first AC: 2024-07-12 · last AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[scutsky's solution](#)

**1544.**

1077E

[Thematic Contests](#) · [Tutorial](#)

Quality: 5,094 global accepts · Rating: 1800 · first AC: 2024-07-02 · last AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[scutsky's solution](#)

**1545.**

988D

[Points and Powers of Two](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1800 · first AC: 2024-06-26 · last AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[scutsky's solution](#)

**1546.**

1249D1

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

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[scutsky's solution](#)

**1547.**

1249D2

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

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[scutsky's solution](#)

**1548.**

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, sortings

[scutsky's solution](#)

**1549.**

1637D

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

Quality: 8,922 global accepts · Rating: 1800 · first AC: 2024-05-23 · last AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[scutsky's solution](#)

**1550.**

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,538 global accepts · Rating: 1800 · first AC: 2024-05-16 · last AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[scutsky's solution](#)

**1551.**

1398D

[Colored Rectangles](#) · [Tutorial](#)

Quality: 12,542 global accepts · Rating: 1800 · first AC: 2024-05-18 · last AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[scutsky's solution](#)

**1552.**

1907F

[Shift and Reverse](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2024-05-08 · last AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[scutsky's solution](#)

**1553.**

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

[scutsky's solution](#)

**1554.**

1619D

[New Year's Problem](#) · [Tutorial](#)

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2024-05-02 · last AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[scutsky's solution](#)

**1555.**

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2024-04-27 · last AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[scutsky's solution](#)

**1556.**

1535D

[Playoff Tournament](#) · [Tutorial](#)

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2024-04-25 · last AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[scutsky's solution](#)

**1557.**

1843F1

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

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-07-11 · last AC: 2024-04-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[scutsky's solution](#)

**1558.**

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2024-04-23 · last AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[scutsky's solution](#)

**1559.**

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,714 global accepts · Rating: 1800 · first AC: 2024-04-08 · last AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, math, schedules

[scutsky's solution](#)

**1560.**

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2024-04-18 · last AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[scutsky's solution](#)

**1561.**

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2024-04-17 · last AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[scutsky's solution](#)

**1562.**

1005E1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: sortings

[scutsky's solution](#)

**1563.**

939E

[Maximize!](#) · [Tutorial](#)

Quality: 3,538 global accepts · Rating: 1800 · first AC: 2024-04-16 · last AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, ternary search, two pointers

[scutsky's solution](#)

**1564.**

482B

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

Quality: 7,732 global accepts · Rating: 1800 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, trees

[scutsky's solution](#)

**1565.**

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2024-04-11 · last AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: dp

[scutsky's solution](#)

**1566.**

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,243 global accepts · Rating: 1800 · first AC: 2024-04-08 · last AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, shortest paths

[scutsky's solution](#)

**1567.**

173B

[Chamber of Secrets](#) · [Tutorial](#)

Quality: 3,990 global accepts · Rating: 1800 · first AC: 2024-04-05 · last AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, shortest paths

[scutsky's solution](#)

**1568.**

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: dp

[scutsky's solution](#)

**1569.**

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2024-04-05 · last AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs

[scutsky's solution](#)

**1570.**

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,349 global accepts · Rating: 1800 · first AC: 2024-04-04 · last AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[scutsky's solution](#)

**1571.**

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,877 global accepts · Rating: 1800 · first AC: 2024-04-04 · last AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp  
[scutsky's solution](#)

**1572.**

33C

[Wonderful Randomized Sum](#) · [Tutorial](#)

Quality: 3,579 global accepts · Rating: 1800 · first AC: 2024-04-03 · last AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy  
[scutsky's solution](#)

**1573.**

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,256 global accepts · Rating: 1800 · first AC: 2024-04-03 · last AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths  
[scutsky's solution](#)

**1574.**

7C

[Line](#) · [Tutorial](#)

Quality: 5,480 global accepts · Rating: 1800 · first AC: 2024-04-03 · last AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory  
[scutsky's solution](#)

**1575.**

527D

[Clique Problem](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1800 · first AC: 2024-04-03 · last AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings  
[scutsky's solution](#)

**1576.**

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,838 global accepts · Rating: 1800 · first AC: 2024-04-03 · last AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: dp  
[scutsky's solution](#)

**1577.**

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,755 global accepts · Rating: 1800 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy  
[scutsky's solution](#)

**1578.**

33B

[String Problem](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 1800 · first AC: 2024-04-01 · last AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: shortest paths  
[scutsky's solution](#)

**1579.**

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,909 global accepts · Rating: 1800 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, math, probabilities  
[scutsky's solution](#)

**1580.**

1227D2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,731 global accepts · Rating: 1800 · first AC: 2023-09-16 · last AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy  
[scutsky's solution](#)

**1581.**

61D

[Eternal Victory](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1800 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths, trees

[scutsky's solution](#)

**1582.**

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1800 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dp

[scutsky's solution](#)

**1583.**

1846F

[Rudolph and Mimic](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2024-03-13 · last AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[scutsky's solution](#)

**1584.**

1846E2

[Rudolf and Snowflakes \(hard version\)](#) · [Tutorial](#)

Quality: 8,510 global accepts · Rating: 1800 · first AC: 2024-03-13 · last AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, math

[scutsky's solution](#)

**1585.**

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[scutsky's solution](#)

**1586.**

167B

[Wizards and Huge Prize](#) · [Tutorial](#)

Quality: 2,452 global accepts · Rating: 1800 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[scutsky's solution](#)

**1587.**

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1800 · first AC: 2024-03-03 · last AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, sortings, two pointers

[scutsky's solution](#)

**1588.**

448D

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

Quality: 16,668 global accepts · Rating: 1800 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force

[scutsky's solution](#)

**1589.**

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1800 · first AC: 2024-02-29 · last AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[scutsky's solution](#)

**1590.**

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,015 global accepts · Rating: 1800 · first AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings

[scutsky's solution](#)

**1591.**

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 1800 · first AC: 2024-02-20 · last AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures, strings

[scutsky's solution](#)

**1592.**

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,061 global accepts · Rating: 1800 · first AC: 2024-02-12 · last AC: 2024-02-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, hashing, strings

[scutsky's solution](#)

**1593.**

1225D

[Power Products](#) · [Tutorial](#)

Quality: 10,047 global accepts · Rating: 1800 · first AC: 2024-02-12 · last AC: 2024-02-12 · C++17 (GCC 9-64) (first AC) · Tags: hashing, math, number theory

[scutsky's solution](#)

**1594.**

1475D

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

Quality: 11,190 global accepts · Rating: 1800 · first AC: 2024-02-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, sortings, two pointers

[scutsky's solution](#)

**1595.**

873D

[Merge Sort](#) · [Tutorial](#)

Quality: 4,030 global accepts · Rating: 1800 · first AC: 2024-02-07 · last AC: 2024-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer

[scutsky's solution](#)

**1596.**

675D

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

Quality: 4,271 global accepts · Rating: 1800 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[scutsky's solution](#)

**1597.**

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,445 global accepts · Rating: 1800 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[scutsky's solution](#)

**1598.**

1922E

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

Quality: 9,090 global accepts · Rating: 1800 · first AC: 2024-01-18 · last AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[scutsky's solution](#)

**1599.**

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,718 global accepts · Rating: 1800 · first AC: 2024-01-28 · last AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[scutsky's solution](#)

**1600.**

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, two pointers

[scutsky's solution](#)

**1601.**

1326D2

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

Quality: 11,758 global accepts · Rating: 1800 · first AC: 2023-04-04 · last AC: 2024-01-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[scutsky's solution](#)

### 1602.

69E

[Subsegments](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 1800 · first AC: 2023-11-24 · last AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[scutsky's solution](#)

### 1603.

923C

[Perfect Security](#) · [Tutorial](#)

Quality: 4,727 global accepts · Rating: 1800 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings, trees

[scutsky's solution](#)

### 1604.

888E

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

Quality: 9,202 global accepts · Rating: 1800 · first AC: 2023-11-22 · last AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[scutsky's solution](#)

### 1605.

1118F1

[Tree Cutting \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,712 global accepts · Rating: 1800 · first AC: 2023-11-21 · last AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, trees

[scutsky's solution](#)

### 1606.

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,269 global accepts · Rating: 1800 · first AC: 2023-11-20 · last AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[scutsky's solution](#)

### 1607.

274B

[Zero Tree](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1800 · first AC: 2023-11-20 · last AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[scutsky's solution](#)

### 1608.

371D

[Vessels](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 1800 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, implementation, trees

[scutsky's solution](#)

### 1609.

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,082 global accepts · Rating: 1800 · first AC: 2023-11-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

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### 1610.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-10-31 · last AC: 2023-10-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[scutsky's solution](#)

**1611.**

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,920 global accepts · Rating: 1800 · first AC: 2023-10-27 · last AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: number theory  
[scutsky's solution](#)

**1612.**

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,917 global accepts · Rating: 1800 · first AC: 2023-10-21 · last AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: interactive, probabilities  
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**1613.**

700B

[Connecting Universities](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2023-10-10 · last AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees  
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**1614.**

743D

[Chloe and pleasant prizes](#) · [Tutorial](#)

Quality: 4,730 global accepts · Rating: 1800 · first AC: 2023-10-10 · last AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees  
[scutsky's solution](#)

**1615.**

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 1800 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees  
[scutsky's solution](#)

**1616.**

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2023-10-10 · last AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers  
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**1617.**

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees  
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**1618.**

1861D

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

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-09-27 · last AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy  
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**1619.**

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-27 · last AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation  
[scutsky's solution](#)

**1620.**

1572A

[Book](#) · [Tutorial](#)

Quality: 10,435 global accepts · Rating: 1800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings  
[scutsky's solution](#)

**1621.**

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,526 global accepts · Rating: 1800 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[scutsky's solution](#)

**1622.**

645D

[Robot Rapping Results Report](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 1800 · first AC: 2023-09-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, graphs

[scutsky's solution](#)

**1623.**

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,812 global accepts · Rating: 1800 · first AC: 2023-09-09 · last AC: 2023-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

[scutsky's solution](#)

**1624.**

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,187 global accepts · Rating: 1800 · first AC: 2023-09-12 · last AC: 2023-09-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[scutsky's solution](#)

**1625.**

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2023-09-12 · last AC: 2023-09-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy

[scutsky's solution](#)

**1626.**

1872F

[Selling a Menagerie](#) · [Tutorial](#)

Quality: 7,537 global accepts · Rating: 1800 · first AC: 2023-09-07 · last AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

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**1627.**

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[scutsky's solution](#)

**1628.**

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,221 global accepts · Rating: 1800 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

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**1629.**

478C

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

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[scutsky's solution](#)

**1630.**

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,157 global accepts · Rating: 1800 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[scutsky's solution](#)

**1631.**

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 1800 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths  
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**1632.**

1213G

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[scutsky's solution](#)

**1633.**

652D

[Nested Segments](#) · [Tutorial](#)

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**1634.**

846F

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**1635.**

1862F

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**1636.**

1324F

[Maximum White Subtree](#) · [Tutorial](#)

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**1637.**

706D

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**1638.**

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

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**1639.**

1388C

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Quality: 10,413 global accepts · Rating: 1800 · first AC: 2023-08-22 · last AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, math, trees  
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**1640.**

1859D

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**1641.**

911D

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Quality: 5,108 global accepts · Rating: 1800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math  
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**1642.**

1851F

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**1643.**

1853C

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**1644.**

1841C

[Ranom Numbers](#) · [Tutorial](#)

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161D

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**1646.**

1825D1

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**1647.**

1845D

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**1648.**

1833G

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**1649.**

1805D

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**1650.**

220B

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**1651.**

1133E

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**1652.**

1500A

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**1653.**

2184G

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**1654.**

2184F

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**1655.**

1436D

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**1656.**

2154D

[Catshock](#) · [Tutorial](#)

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**1657.**

2148G

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**1658.**

2137F

[Prefix Maximum Invariance](#) · [Tutorial](#)

Quality: 4,062 global accepts · Rating: 1900 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, sortings  
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**1659.**

1925D

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Quality: 4,778 global accepts · Rating: 1900 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities  
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**1660.**

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1900 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

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**1661.**

1358D

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Quality: 8,724 global accepts · Rating: 1900 · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

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**1662.**

336B

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**1663.**

1141G

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**1664.**

2131F

[Unjust Binary Life](#) · [Tutorial](#)

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**1665.**

2059D

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**1666.**

343C

[Read Time](#) · [Tutorial](#)

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**1667.**

137D

[Palindromes](#) · [Tutorial](#)

Quality: 1,723 global accepts · Rating: 1900 · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

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**1668.**

2117G

[Omg Graph](#) · [Tutorial](#)

Quality: 5,147 global accepts · Rating: 1900 · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings

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**1669.**

2044G2

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

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

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**1670.**

2121G

[Gangsta](#) · [Tutorial](#)

Quality: 5,366 global accepts · Rating: 1900 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, sortings

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1545B

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1444B

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### 1673.

687C

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### 1674.

2094H

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### 1675.

2093G

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### 1676.

2064D

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1969D

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### 1678.

1117C

[Magic Ship](#) · [Tutorial](#)

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### 1679.

1656D

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### 1680.

2049D

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**1681.**

1153D

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**1682.**

1162D

[Chladni Figure](#) · [Tutorial](#)

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[scutsky's solution](#)

**1683.**

1591D

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

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**1684.**

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

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**1685.**

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,384 global accepts · Rating: 1900 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[scutsky's solution](#)

**1686.**

1719D2

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

Rating: 1900 · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy, math

[scutsky's solution](#)

**1687.**

1718A2

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

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

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**1688.**

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 1900 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

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**1689.**

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[scutsky's solution](#)

**1690.**

1044B

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Quality: 1,708 global accepts · Rating: 1900 · first AC: 2024-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, interactive, trees

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**1691.**

1305D

[Kuroni and the Celebration](#) · [Tutorial](#)

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**1692.**

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, interactive, math

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**1693.**

1661D

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**1694.**

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,996 global accepts · Rating: 1900 · first AC: 2024-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive

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**1695.**

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2024-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[scutsky's solution](#)

**1696.**

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy

[scutsky's solution](#)

**1697.**

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,855 global accepts · Rating: 1900 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, implementation, math

[scutsky's solution](#)

**1698.**

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,369 global accepts · Rating: 1900 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[scutsky's solution](#)

**1699.**

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[scutsky's solution](#)

**1700.**

2021C2

[Adjust The Presentation \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data

structures, greedy, implementation, sortings

[scutsky's solution](#)

**1701.**

1486C2

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

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[scutsky's solution](#)

**1702.**

2014H

[Robin Hood Archery](#) · [Tutorial](#)

Quality: 5,689 global accepts · Rating: 1900 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[scutsky's solution](#)

**1703.**

818E

[Card Game Again](#) · [Tutorial](#)

Quality: 2,680 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, number theory, two pointers

[scutsky's solution](#)

**1704.**

2009G1

[Yunli's Subarray Queries \(easy version\)](#) · [Tutorial](#)

Quality: 5,370 global accepts · Rating: 1900 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[scutsky's solution](#)

**1705.**

1353E

[K-periodic Garland](#) · [Tutorial](#)

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy

[scutsky's solution](#)

**1706.**

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[scutsky's solution](#)

**1707.**

1902E

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

Quality: 5,618 global accepts · Rating: 1900 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings, trees

[scutsky's solution](#)

**1708.**

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation

[scutsky's solution](#)

**1709.**

2001D

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

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[scutsky's solution](#)

**1710.**

463C

[Gargari and Bishops](#) · [Tutorial](#)

Quality: 9,185 global accepts · Rating: 1900 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, hashing, implementation  
[scutsky's solution](#)

**1711.**

463D

[Gargari and Permutations](#) · [Tutorial](#)

Quality: 7,298 global accepts · Rating: 1900 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[scutsky's solution](#)

**1712.**

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

[scutsky's solution](#)

**1713.**

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,370 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[scutsky's solution](#)

**1714.**

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,324 global accepts · Rating: 1900 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[scutsky's solution](#)

**1715.**

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2024-07-19 · last AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[scutsky's solution](#)

**1716.**

1313C2

[Skyscrapers \(hard version\)](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1900 · first AC: 2024-07-15 · last AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[scutsky's solution](#)

**1717.**

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2024-07-15 · last AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[scutsky's solution](#)

**1718.**

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2024-07-15 · last AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry, shortest paths

[scutsky's solution](#)

**1719.**

421D

[Bug in Code](#) · [Tutorial](#)

Quality: 694 global accepts · Rating: 1900 · first AC: 2024-07-14 · last AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[scutsky's solution](#)

**1720.**

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,412 global accepts · Rating: 1900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[scutsky's solution](#)

### 1721.

803C

[Maximal GCD](#) · [Tutorial](#)

Quality: 5,819 global accepts · Rating: 1900 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[scutsky's solution](#)

### 1722.

893D

[Credit Card](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 1900 · first AC: 2024-07-09 · last AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, implementation

[scutsky's solution](#)

### 1723.

930C

[Teodor is not a liar!](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2024-07-07 · last AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[scutsky's solution](#)

### 1724.

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1900 · first AC: 2024-07-03 · last AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[scutsky's solution](#)

### 1725.

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1900 · first AC: 2024-07-03 · last AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math

[scutsky's solution](#)

### 1726.

1077F1

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

Quality: 5,350 global accepts · Rating: 1900 · first AC: 2024-07-02 · last AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: dp

[scutsky's solution](#)

### 1727.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2024-06-27 · last AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[scutsky's solution](#)

### 1728.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2024-06-28 · last AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[scutsky's solution](#)

### 1729.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[scutsky's solution](#)

**1730.**

1208D

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

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[scutsky's solution](#)

**1731.**

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,437 global accepts · Rating: 1900 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[scutsky's solution](#)

**1732.**

1294E

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

Quality: 5,179 global accepts · Rating: 1900 · first AC: 2024-05-17 · last AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[scutsky's solution](#)

**1733.**

1547F

[Array Stabilization \(GCD version\)](#) · [Tutorial](#)

Quality: 6,955 global accepts · Rating: 1900 · first AC: 2024-05-07 · last AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[scutsky's solution](#)

**1734.**

1883G2

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

Quality: 6,743 global accepts · Rating: 1900 · first AC: 2024-05-06 · last AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[scutsky's solution](#)

**1735.**

1133F2

[Spanning Tree with One Fixed Degree](#) · [Tutorial](#)

Quality: 3,825 global accepts · Rating: 1900 · first AC: 2024-05-04 · last AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy

[scutsky's solution](#)

**1736.**

1144E

[Median String](#) · [Tutorial](#)

Quality: 4,427 global accepts · Rating: 1900 · first AC: 2024-05-04 · last AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, number theory, strings

[scutsky's solution](#)

**1737.**

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[scutsky's solution](#)

**1738.**

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2024-05-01 · last AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

[scutsky's solution](#)

**1739.**

1157D

[N Problems During K Days](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 1900 · first AC: 2024-04-30 · last AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive

algorithms, greedy, math

[scutsky's solution](#)

**1740.**

1945F

[Kirill and Mushrooms](#) · [Tutorial](#)

Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-04-29 · last AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[scutsky's solution](#)

**1741.**

1095E

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

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2024-04-29 · last AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[scutsky's solution](#)

**1742.**

1744E2

[Divisible Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1900 · first AC: 2024-04-26 · last AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[scutsky's solution](#)

**1743.**

1800F

[Dasha and Nightmares](#) · [Tutorial](#)

Quality: 4,751 global accepts · Rating: 1900 · first AC: 2024-04-26 · last AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

[scutsky's solution](#)

**1744.**

1714F

[Build a Tree and That Is It](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1900 · first AC: 2024-04-25 · last AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, trees

[scutsky's solution](#)

**1745.**

1729F

[Kirei and the Linear Function](#) · [Tutorial](#)

Quality: 4,555 global accepts · Rating: 1900 · first AC: 2024-04-24 · last AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: hashing, math

[scutsky's solution](#)

**1746.**

1029D

[Concatenated Multiples](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1900 · first AC: 2024-04-23 · last AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[scutsky's solution](#)

**1747.**

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[scutsky's solution](#)

**1748.**

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-08 · last AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[scutsky's solution](#)

**1749.**

1184E1

[Daleks' Invasion \(easy\)](#) · [Tutorial](#)

Quality: 1,864 global accepts · Rating: 1900 · first AC: 2024-04-09 · last AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: graphs, trees  
[scutsky's solution](#)

**1750.**

437D

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

Quality: 3,667 global accepts · Rating: 1900 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: dsu, sortings  
[scutsky's solution](#)

**1751.**

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers  
[scutsky's solution](#)

**1752.**

1651D

[Nearest Excluded Points](#) · [Tutorial](#)

Quality: 6,507 global accepts · Rating: 1900 · first AC: 2024-04-08 · last AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths  
[scutsky's solution](#)

**1753.**

1197D

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

Quality: 5,781 global accepts · Rating: 1900 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math  
[scutsky's solution](#)

**1754.**

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,068 global accepts · Rating: 1900 · first AC: 2024-04-06 · last AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
[scutsky's solution](#)

**1755.**

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2024-04-05 · last AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings  
[scutsky's solution](#)

**1756.**

148E

[Porcelain](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 1900 · first AC: 2024-04-05 · last AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: dp  
[scutsky's solution](#)

**1757.**

25C

[Roads in Berland](#) · [Tutorial](#)

Quality: 8,076 global accepts · Rating: 1900 · first AC: 2024-04-05 · last AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths  
[scutsky's solution](#)

**1758.**

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2024-04-05 · last AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: dp  
[scutsky's solution](#)

**1759.**

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2024-04-05 · last AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: dp  
[scutsky's solution](#)

**1760.**

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2024-04-05 · last AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, probabilities  
[scutsky's solution](#)

**1761.**

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1900 · first AC: 2024-04-05 · last AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
[scutsky's solution](#)

**1762.**

656A

[Da Vinci Powers](#) · [Tutorial](#)

Quality: 3,815 global accepts · Rating: 1900 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: \*special  
[scutsky's solution](#)

**1763.**

19B

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

Quality: 5,824 global accepts · Rating: 1900 · first AC: 2024-04-05 · last AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: dp  
[scutsky's solution](#)

**1764.**

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,317 global accepts · Rating: 1900 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: dp  
[scutsky's solution](#)

**1765.**

510D

[Fox And Jumping](#) · [Tutorial](#)

Quality: 6,417 global accepts · Rating: 1900 · first AC: 2024-04-02 · last AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math  
[scutsky's solution](#)

**1766.**

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1900 · first AC: 2024-04-01 · last AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, graphs, shortest paths  
[scutsky's solution](#)

**1767.**

144D

[Missile Silos](#) · [Tutorial](#)

Quality: 5,064 global accepts · Rating: 1900 · first AC: 2024-04-01 · last AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths  
[scutsky's solution](#)

**1768.**

16E

[Fish](#) · [Tutorial](#)

Quality: 6,543 global accepts · Rating: 1900 · first AC: 2024-03-30 · last AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, probabilities  
[scutsky's solution](#)

**1769.**

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,079 global accepts · Rating: 1900 · first AC: 2024-03-28 · last AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings  
[scutsky's solution](#)

**1770.**

1311F

[Moving Points](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1900 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation, sortings

[scutsky's solution](#)

**1771.**

118C

[Fancy Number](#) · [Tutorial](#)

Quality: 2,872 global accepts · Rating: 1900 · first AC: 2024-03-14 · last AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings, strings

[scutsky's solution](#)

**1772.**

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1900 · first AC: 2024-03-13 · last AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[scutsky's solution](#)

**1773.**

819B

[Mister B and PR Shifts](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 1900 · first AC: 2024-03-08 · last AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[scutsky's solution](#)

**1774.**

374C

[Inna and Dima](#) · [Tutorial](#)

Quality: 3,021 global accepts · Rating: 1900 · first AC: 2023-09-02 · last AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[scutsky's solution](#)

**1775.**

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1900 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[scutsky's solution](#)

**1776.**

1067A

[Array Without Local Maximums](#) · [Tutorial](#)

Quality: 3,133 global accepts · Rating: 1900 · first AC: 2024-03-06 · last AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: dp

[scutsky's solution](#)

**1777.**

417D

[Cunning Gena](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 1900 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[scutsky's solution](#)

**1778.**

999D

[Equalize the Remainders](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1900 · first AC: 2024-03-06 · last AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[scutsky's solution](#)

**1779.**

961E

[Tufurama](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1900 · first AC: 2024-03-05 · last AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[scutsky's solution](#)

**1780.**

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,934 global accepts · Rating: 1900 · first AC: 2023-09-26 · last AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[scutsky's solution](#)

**1781.**

835D

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

Quality: 4,661 global accepts · Rating: 1900 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, strings

[scutsky's solution](#)

**1782.**

222E

[Decoding Genome](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1900 · first AC: 2024-02-28 · last AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[scutsky's solution](#)

**1783.**

292D

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

Quality: 2,770 global accepts · Rating: 1900 · first AC: 2024-02-26 · last AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu

[scutsky's solution](#)

**1784.**

1854A2

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

Quality: 7,866 global accepts · Rating: 1900 · first AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[scutsky's solution](#)

**1785.**

535D

[Tavas and Malekas](#) · [Tutorial](#)

Quality: 4,679 global accepts · Rating: 1900 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, hashing, string suffix structures, strings

[scutsky's solution](#)

**1786.**

1926G

[Vlad and Trouble at MIT](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1900 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

[scutsky's solution](#)

**1787.**

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,638 global accepts · Rating: 1900 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, sortings

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**1788.**

1918D

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

Quality: 6,195 global accepts · Rating: 1900 · first AC: 2024-01-30 · last AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

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**1789.**

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,391 global accepts · Rating: 1900 · first AC: 2024-02-06 · last AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

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**1790.**

228E

[The Road to Berland is Paved With Good Intentions](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1900 · first AC: 2024-02-16 · last AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

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**1791.**

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,088 global accepts · Rating: 1900 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[scutsky's solution](#)

**1792.**

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory, sortings

[scutsky's solution](#)

**1793.**

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2024-02-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, flows, hashing

[scutsky's solution](#)

**1794.**

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2024-02-12 · last AC: 2024-02-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[scutsky's solution](#)

**1795.**

1105D

[Kilani and the Game](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2024-02-11 · last AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[scutsky's solution](#)

**1796.**

1272E

[Nearest Opposite Parity](#) · [Tutorial](#)

Quality: 7,933 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[scutsky's solution](#)

**1797.**

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2024-02-11 · last AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[scutsky's solution](#)

**1798.**

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2024-02-09 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms

[scutsky's solution](#)

**1799.**

1914F

[Programming Competition](#) · [Tutorial](#)

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2024-02-09 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[scutsky's solution](#)

**1800.**

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2024-02-07 · last AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp

[scutsky's solution](#)

**1801.**

1650E

[Rescheduling the Exam](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1900 · first AC: 2024-01-31 · last AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[scutsky's solution](#)

**1802.**

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,607 global accepts · Rating: 1900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[scutsky's solution](#)

**1803.**

1921F

[Sum of Progression](#) · [Tutorial](#)

Quality: 5,014 global accepts · Rating: 1900 · first AC: 2024-01-15 · last AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[scutsky's solution](#)

**1804.**

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-01-18 · last AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[scutsky's solution](#)

**1805.**

1183H

[Subsequences \(hard version\)](#) · [Tutorial](#)

Quality: 3,644 global accepts · Rating: 1900 · first AC: 2024-01-27 · last AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[scutsky's solution](#)

**1806.**

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1900 · first AC: 2024-01-26 · last AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings

[scutsky's solution](#)

**1807.**

505C

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

Quality: 7,306 global accepts · Rating: 1900 · first AC: 2024-01-23 · last AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, two pointers

[scutsky's solution](#)

**1808.**

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,691 global accepts · Rating: 1900 · first AC: 2024-01-22 · last AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[scutsky's solution](#)

**1809.**

832D

[Misha, Grisha and Underground](#) · [Tutorial](#)

Quality: 4,483 global accepts · Rating: 1900 · first AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[scutsky's solution](#)

**1810.**

685B

[Kay and Snowflake](#) · [Tutorial](#)

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2023-11-23 · last AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[scutsky's solution](#)**1811.**

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[scutsky's solution](#)**1812.**

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2023-11-22 · last AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[scutsky's solution](#)**1813.**

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,634 global accepts · Rating: 1900 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[scutsky's solution](#)**1814.**

1899G

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

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-11-17 · last AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[scutsky's solution](#)**1815.**

109C

[Lucky Tree](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 1900 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, dsu, trees

[scutsky's solution](#)**1816.**

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,289 global accepts · Rating: 1900 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, sortings

[scutsky's solution](#)**1817.**

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,900 global accepts · Rating: 1900 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, dsu

[scutsky's solution](#)**1818.**

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1900 · first AC: 2023-10-09 · last AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[scutsky's solution](#)**1819.**

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,187 global accepts · Rating: 1900 · first AC: 2023-10-09 · last AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, trees

[scutsky's solution](#)

### 1820.

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1900 · first AC: 2023-10-08 · last AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[scutsky's solution](#)

### 1821.

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2023-10-08 · last AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[scutsky's solution](#)

### 1822.

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

Quality: 9,605 global accepts · Rating: 1900 · first AC: 2023-10-07 · last AC: 2023-10-07 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[scutsky's solution](#)

### 1823.

739B

[Alyona and a tree](#) · [Tutorial](#)

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2023-10-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[scutsky's solution](#)

### 1824.

740D

[Alyona and a tree](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-10-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graph matchings, graphs

[scutsky's solution](#)

### 1825.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1900 · first AC: 2023-10-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[scutsky's solution](#)

### 1826.

949C

[Data Center Maintenance](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 1900 · first AC: 2023-10-05 · last AC: 2023-10-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[scutsky's solution](#)

### 1827.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,249 global accepts · Rating: 1900 · first AC: 2023-09-24 · last AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[scutsky's solution](#)

### 1828.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,861 global accepts · Rating: 1900 · first AC: 2023-09-09 · last AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, two pointers

[scutsky's solution](#)

### 1829.

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[scutsky's solution](#)

### 1830.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,176 global accepts · Rating: 1900 · first AC: 2023-09-08 · last AC: 2023-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[scutsky's solution](#)

### 1831.

1620E

[Replace the Numbers](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2023-09-10 · last AC: 2023-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[scutsky's solution](#)

### 1832.

1423B

[Valuable Paper](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 1900 · first AC: 2023-09-12 · last AC: 2023-09-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graph matchings, graphs

[scutsky's solution](#)

### 1833.

808D

[Array Division](#) · [Tutorial](#)

Quality: 8,107 global accepts · Rating: 1900 · first AC: 2023-09-13 · last AC: 2023-09-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[scutsky's solution](#)

### 1834.

223B

[Two Strings](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 1900 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, strings

[scutsky's solution](#)

### 1835.

362C

[Insertion Sort](#) · [Tutorial](#)

Quality: 2,025 global accepts · Rating: 1900 · first AC: 2023-09-01 · last AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, math

[scutsky's solution](#)

### 1836.

41D

[Pawn](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 1900 · first AC: 2023-09-01 · last AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: dp

[scutsky's solution](#)

### 1837.

366C

[Dima and Salad](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1900 · first AC: 2023-08-29 · last AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: dp

[scutsky's solution](#)

### 1838.

5C

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

Quality: 18,071 global accepts · Rating: 1900 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[scutsky's solution](#)

### 1839.

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,090 global accepts · Rating: 1900 · first AC: 2023-08-27 · C++17 (GCC 9-64) (first AC) · Tags: matrices

[scutsky's solution](#)

### 1840.

1095F

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

Quality: 7,575 global accepts · Rating: 1900 · first AC: 2023-08-26 · last AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy

[scutsky's solution](#)

### 1841.

14D

[Two Paths](#) · [Tutorial](#)

Quality: 5,284 global accepts · Rating: 1900 · first AC: 2023-08-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees, two pointers

[scutsky's solution](#)

### 1842.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,597 global accepts · Rating: 1900 · first AC: 2023-08-25 · last AC: 2023-08-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[scutsky's solution](#)

### 1843.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,230 global accepts · Rating: 1900 · first AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, math, trees

[scutsky's solution](#)

### 1844.

25D

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

Quality: 15,584 global accepts · Rating: 1900 · first AC: 2023-08-22 · last AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, trees

[scutsky's solution](#)

### 1845.

914D

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

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2023-08-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, number theory

[scutsky's solution](#)

### 1846.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,178 global accepts · Rating: 1900 · first AC: 2023-08-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[scutsky's solution](#)

### 1847.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-08-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[scutsky's solution](#)

### 1848.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,723 global accepts · Rating: 1900 · first AC: 2023-03-29 · last AC: 2023-08-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[scutsky's solution](#)

### 1849.

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,153 global accepts · Rating: 1900 · first AC: 2023-08-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[scutsky's solution](#)

### 1850.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,452 global accepts · Rating: 1900 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[scutsky's solution](#)

### 1851.

1855C2

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

Rating: 1900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[scutsky's solution](#)

### 1852.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,221 global accepts · Rating: 1900 · first AC: 2023-07-25 · last AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[scutsky's solution](#)

### 1853.

1842D

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

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-07-14 · last AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[scutsky's solution](#)

### 1854.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[scutsky's solution](#)

### 1855.

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,342 global accepts · Rating: 1900 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, trees

[scutsky's solution](#)

### 1856.

1759G

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

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[scutsky's solution](#)

### 1857.

965D

[Single-use Stones](#) · [Tutorial](#)

Quality: 3,345 global accepts · Rating: 1900 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, greedy, two pointers

[scutsky's solution](#)

### 1858.

1791G2

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

Quality: 5,996 global accepts · Rating: 1900 · first AC: 2023-02-03 · last AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[scutsky's solution](#)

### 1859.

1202D

[Print a 1337-string...](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2023-01-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[scutsky's solution](#)

### 1860.

1512F

[Education](#) · [Tutorial](#)

Quality: 6,817 global accepts · Rating: 1900 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[scutsky's solution](#)

### 1861.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,904 global accepts · Rating: 1900 · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[scutsky's solution](#)

### 1862.

2171G

[Sakura Adachi and Optimal Sequences](#) · [Tutorial](#)

Quality: 2,326 global accepts · Rating: 2000 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, greedy, math

[scutsky's solution](#)

### 1863.

2136E

[By the Assignment](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs

[scutsky's solution](#)

### 1864.

896B

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2000 · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive

[scutsky's solution](#)

### 1865.

196B

[Infinite Maze](#) · [Tutorial](#)

Quality: 2,378 global accepts · Rating: 2000 · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs

[scutsky's solution](#)

### 1866.

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,819 global accepts · Rating: 2000 · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[scutsky's solution](#)

### 1867.

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,774 global accepts · Rating: 2000 · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math

[scutsky's solution](#)

### 1868.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,514 global accepts · Rating: 2000 · first AC: 2025-07-02 · last AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, interactive, math

[scutsky's solution](#)

### 1869.

2096D

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

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[scutsky's solution](#)

### 1870.

1582E

[Pchelyonok and Segments](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2025-06-14 · last AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, math

[scutsky's solution](#)

### 1871.

2085D

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

Quality: 5,311 global accepts · Rating: 2000 · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graph matchings, greedy

[scutsky's solution](#)

### 1872.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[scutsky's solution](#)

### 1873.

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,506 global accepts · Rating: 2000 · first AC: 2025-06-01 · last AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[scutsky's solution](#)

### 1874.

401D

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

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

[scutsky's solution](#)

### 1875.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[scutsky's solution](#)

### 1876.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

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### 1877.

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

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### 1878.

1399E1

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Quality: 6,336 global accepts · Rating: 2000 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, greedy, trees

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**1879.**

1288D

[Minimax Problem](#) · [Tutorial](#)

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**1880.**

1237D

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

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**1881.**

2048E

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

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**1882.**

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation  
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**1883.**

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory  
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**1884.**

1451E1

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

Quality: 4,922 global accepts · Rating: 2000 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math  
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**1885.**

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,986 global accepts · Rating: 2000 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities  
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**1886.**

542C

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**1887.**

666B

[World Tour](#) · [Tutorial](#)

Quality: 2,391 global accepts · Rating: 2000 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths  
[scutsky's solution](#)

**1888.**

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,305 global accepts · Rating: 2000 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math  
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**1889.**

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[scutsky's solution](#)

**1890.**

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[scutsky's solution](#)

**1891.**

2014F

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

Quality: 5,103 global accepts · Rating: 2000 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

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**1892.**

1009E

[Intercity Travelling](#) · [Tutorial](#)

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[scutsky's solution](#)

**1893.**

886D

[Restoration of string](#) · [Tutorial](#)

Quality: 1,955 global accepts · Rating: 2000 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[scutsky's solution](#)

**1894.**

1296E2

[String Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[scutsky's solution](#)

**1895.**

958C2

[Encryption \(medium\)](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2000 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[scutsky's solution](#)

**1896.**

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[scutsky's solution](#)

**1897.**

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp

[scutsky's solution](#)

**1898.**

1070C

[Cloud Computing](#) · [Tutorial](#)

Quality: 2,296 global accepts · Rating: 2000 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[scutsky's solution](#)

**1899.**

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,283 global accepts · Rating: 2000 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[scutsky's solution](#)

**1900.**

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[scutsky's solution](#)

**1901.**

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 2000 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[scutsky's solution](#)

**1902.**

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2024-07-18 · last AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[scutsky's solution](#)

**1903.**

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2024-07-17 · last AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[scutsky's solution](#)

**1904.**

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 2000 · first AC: 2024-07-11 · last AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[scutsky's solution](#)

**1905.**

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,011 global accepts · Rating: 2000 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

[scutsky's solution](#)

**1906.**

954E

[Water Taps](#) · [Tutorial](#)

Quality: 2,096 global accepts · Rating: 2000 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[scutsky's solution](#)

**1907.**

954G

[Castle Defense](#) · [Tutorial](#)

Quality: 2,401 global accepts · Rating: 2000 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[scutsky's solution](#)

**1908.**

75D

[Big Maximum Sum](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 2000 · first AC: 2024-07-14 · last AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, implementation, math, trees

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## 1909.

66E

[Petya and Post](#) · [Tutorial](#)

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## 1910.

1165F1

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

Quality: 2,151 global accepts · Rating: 2000 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

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## 1911.

1165F2

[Microtransactions \(hard version\)](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2000 · first AC: 2024-07-10 · last AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation

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## 1912.

474E

[Pillars](#) · [Tutorial](#)

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## 1913.

893E

[Counting Arrays](#) · [Tutorial](#)

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## 1914.

346B

[Lucky Common Subsequence](#) · [Tutorial](#)

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## 1915.

940E

[Cashback](#) · [Tutorial](#)

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## 1916.

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

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## 1917.

555B

[Case of Fugitive](#) · [Tutorial](#)

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## 1918.

446B

[DZY Loves Modification](#) · [Tutorial](#)

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**1919.**

514D

[R2D2 and Droid Army](#) · [Tutorial](#)

Quality: 5,364 global accepts · Rating: 2000 · first AC: 2024-07-05 · last AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

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**1920.**

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2024-07-05 · last AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

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**1921.**

1288E

[Messenger Simulator](#) · [Tutorial](#)

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[scutsky's solution](#)

**1922.**

899E

[Segments Removal](#) · [Tutorial](#)

Quality: 3,519 global accepts · Rating: 2000 · first AC: 2024-07-05 · last AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, flows, implementation, two pointers

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**1923.**

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[scutsky's solution](#)

**1924.**

749D

[Leaving Auction](#) · [Tutorial](#)

Quality: 2,711 global accepts · Rating: 2000 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[scutsky's solution](#)

**1925.**

1359D

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

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2024-05-23 · last AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, two pointers

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**1926.**

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2024-05-14 · last AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

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**1927.**

609D

[Gadgets for dollars and pounds](#) · [Tutorial](#)

Quality: 3,165 global accepts · Rating: 2000 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

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**1928.**

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2024-05-10 · last AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force,

constructive algorithms, dp, hashing, implementation, strings

[scutsky's solution](#)

**1929.**

1619F

[Let's Play the Hat?](#) · [Tutorial](#)

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**1930.**

1619G

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

Quality: 2,736 global accepts · Rating: 2000 · first AC: 2024-05-02 · last AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

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**1931.**

1183G

[Candy Box \(hard version\)](#) · [Tutorial](#)

Quality: 2,665 global accepts · Rating: 2000 · first AC: 2024-04-28 · last AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

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**1932.**

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: math, two pointers

[scutsky's solution](#)

**1933.**

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2024-04-26 · last AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive

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**1934.**

1029F

[Multicolored Markers](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2000 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math, number theory

[scutsky's solution](#)

**1935.**

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2024-04-16 · last AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs

[scutsky's solution](#)

**1936.**

1030E

[Vasya and Good Sequences](#) · [Tutorial](#)

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**1937.**

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2024-04-06 · last AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings

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**1938.**

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,596 global accepts · Rating: 2000 · first AC: 2024-01-12 · last AC: 2024-04-05 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths

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### 1939.

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,725 global accepts · Rating: 2000 · first AC: 2024-04-05 · last AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

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### 1940.

621E

[Wet Shark and Blocks](#) · [Tutorial](#)

Quality: 3,245 global accepts · Rating: 2000 · first AC: 2024-03-29 · last AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[scutsky's solution](#)

### 1941.

1941G

[Rudolf and Subway](#) · [Tutorial](#)

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### 1942.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,436 global accepts · Rating: 2000 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

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### 1943.

8C

[Looking for Order](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2024-03-07 · last AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

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### 1944.

855C

[Helga Hufflepuff's Cup](#) · [Tutorial](#)

Quality: 2,406 global accepts · Rating: 2000 · first AC: 2024-03-06 · last AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

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### 1945.

1881G

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

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### 1946.

641E

[Little Artem and Time Machine](#) · [Tutorial](#)

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### 1947.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,213 global accepts · Rating: 2000 · first AC: 2024-03-01 · last AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[scutsky's solution](#)

### 1948.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp,

dsu, graphs, trees

[scutsky's solution](#)

**1949.**

291E

[Tree-String Problem](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2000 · first AC: 2024-02-28 · last AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: \*special, dfs and similar, hashing, strings

[scutsky's solution](#)

**1950.**

113B

[Petr#](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2024-02-21 · last AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, strings

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**1951.**

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-13 · last AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

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**1952.**

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 2000 · first AC: 2024-02-16 · last AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[scutsky's solution](#)

**1953.**

1370D

[Odd-Even Subsequence](#) · [Tutorial](#)

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2024-02-14 · last AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

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**1954.**

2B

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

Quality: 12,949 global accepts · Rating: 2000 · first AC: 2024-02-08 · last AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[scutsky's solution](#)

**1955.**

767C

[Garland](#) · [Tutorial](#)

Quality: 4,636 global accepts · Rating: 2000 · first AC: 2024-02-04 · last AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, trees

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**1956.**

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2024-01-30 · last AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[scutsky's solution](#)

**1957.**

1183E

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

Quality: 5,422 global accepts · Rating: 2000 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, implementation, shortest paths

[scutsky's solution](#)

**1958.**

895C

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Quality: 7,348 global accepts · Rating: 2000 · first AC: 2024-01-25 · last AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

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**1959.**

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2000 · first AC: 2024-01-24 · last AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs

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**1960.**

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,967 global accepts · Rating: 2000 · first AC: 2024-01-24 · last AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

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**1961.**

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,511 global accepts · Rating: 2000 · first AC: 2024-01-17 · last AC: 2024-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math

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**1962.**

432D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 11,994 global accepts · Rating: 2000 · first AC: 2024-01-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, string suffix structures, strings, two pointers

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**1963.**

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,159 global accepts · Rating: 2000 · first AC: 2024-01-16 · last AC: 2024-01-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

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**1964.**

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,498 global accepts · Rating: 2000 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, trees

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**1965.**

1200E

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**1966.**

999E

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**1967.**

1416B

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**1968.**

1891F

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**1969.**

1514D

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**1970.**

766D

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**1971.**

1890E1

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

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**1972.**

237E

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**1973.**

730I

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**1974.**

337D

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**1975.**

776D

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**1976.**

468B

[Two Sets](#) · [Tutorial](#)

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**1977.**

461B

[Appleman and Tree](#) · [Tutorial](#)

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2023-10-10 · last AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

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**1978.**

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

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**1979.**

59E

[Shortest Path](#) · [Tutorial](#)

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**1980.**

1454E

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

Quality: 6,623 global accepts · Rating: 2000 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

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**1981.**

117C

[Cycle](#) · [Tutorial](#)

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**1982.**

515D

[Brazil and Tiles](#) · [Tutorial](#)

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**1983.**

1872G

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**1984.**

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

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**1985.**

797E

[Array Queries](#) · [Tutorial](#)

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**1986.**

633D

[Fibonacci-ish](#) · [Tutorial](#)

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**1987.**

296B

[Yaroslav and Two Strings](#) · [Tutorial](#)

Quality: 2,683 global accepts · Rating: 2000 · first AC: 2023-09-02 · last AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics,

dp

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**1988.**

1131D

[Gourmet choice](#) · [Tutorial](#)

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**1989.**

533B

[Work Group](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2023-09-01 · last AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, strings, trees

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**1990.**

1082E

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

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**1991.**

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,634 global accepts · Rating: 2000 · first AC: 2023-04-13 · last AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

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**1992.**

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2023-08-30 · last AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[scutsky's solution](#)

**1993.**

1741F

[Multi-Colored Segments](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2000 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings

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**1994.**

545E

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**1995.**

1862G

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**1996.**

1788D

[Moving Dots](#) · [Tutorial](#)

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## 1997.

383C

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## 1998.

817E

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920F

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## 2000.

1320C

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## 2001.

1101D

### [GCD Counting](#) · [Tutorial](#)

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## 2002.

1857G

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

Quality: 5,488 global accepts · Rating: 2000 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

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## 2003.

235B

### [Let's Play Osu!](#) · [Tutorial](#)

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## 2004.

1851G

### [Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,046 global accepts · Rating: 2000 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

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## 2005.

1385E

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

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## 2006.

242E

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## 2007.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,789 global accepts · Rating: 2000 · first AC: 2023-03-29 · last AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

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## 2008.

522D

[Closest Equals](#) · [Tutorial](#)

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## 2009.

2145E

[Predicting Popularity](#) · [Tutorial](#)

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## 2010.

2150C

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

Quality: 2,660 global accepts · Rating: 2100 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

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## 2011.

2152E

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## 2012.

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-10-07 · last AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

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## 2013.

1906F

[Maximize The Value](#) · [Tutorial](#)

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## 2014.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 2100 · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

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## 2015.

283C

[Coin Troubles](#) · [Tutorial](#)

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## 2016.

1499D

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

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**2017.**

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2025-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

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**2018.**

2074G

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

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry

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**2019.**

2045I

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**2020.**

1856D

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**2021.**

484B

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**2022.**

2040E

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

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**2023.**

2047E

[Adventurers](#) · [Tutorial](#)

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**2024.**

1810E

[Monsters](#) · [Tutorial](#)

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**2025.**

1896E

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**2026.**

1354E

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**2027.**

1924B

[Space Harbour](#) · [Tutorial](#)

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2038B

[Make It Equal](#) · [Tutorial](#)

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2038K

[Grid Walk](#) · [Tutorial](#)

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[scutsky's solution](#)**2030.**

2037F

[Ardent Flames](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2100 · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, sortings, two pointers

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1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, number theory

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1363D

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[scutsky's solution](#)**2033.**

54D

[Writing a Song](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2100 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, strings

[scutsky's solution](#)**2034.**

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,531 global accepts · Rating: 2100 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings, trees, two pointers

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1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[scutsky's solution](#)**2036.**

1216F

[Wi-Fi](#) · [Tutorial](#)

Quality: 3,102 global accepts · Rating: 2100 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

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**2037.**

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

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**2038.**

269C

[Flawed Flow](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2100 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy

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**2039.**

818F

[Level Generation](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

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**2040.**

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

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**2041.**

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, number theory

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**2042.**

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[scutsky's solution](#)

**2043.**

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation

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**2044.**

576B

[Invariance of Tree](#) · [Tutorial](#)

Quality: 1,918 global accepts · Rating: 2100 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

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**2045.**

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

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**2046.**

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,528 global accepts · Rating: 2100 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

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## 2047.

1108F

[MST Unification](#) · [Tutorial](#)

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## 2048.

463E

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2000G

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1296F

[Berland Beauty](#) · [Tutorial](#)

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## 2051.

1778D

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491B

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862E

[Mahmoud and Ehab and the function](#) · [Tutorial](#)

Quality: 2,178 global accepts · Rating: 2100 · first AC: 2024-07-14 · last AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

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## 2054.

689D

[Friends and Subsequences](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2023-07-10 · last AC: 2024-07-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[scutsky's solution](#)

## 2055.

632D

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

Quality: 4,589 global accepts · Rating: 2100 · first AC: 2024-07-12 · last AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

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## 2056.

571A

[Lengthening Sticks](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2100 · first AC: 2024-07-09 · last AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

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## 2057.

354C

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2024-07-09 · last AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, number theory

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## 2058.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2024-07-08 · last AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy

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## 2059.

1106E

[Lunar New Year and Red Envelopes](#) · [Tutorial](#)

Quality: 2,816 global accepts · Rating: 2100 · first AC: 2024-07-08 · last AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

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## 2060.

838B

[Diverging Directions](#) · [Tutorial](#)

Quality: 1,079 global accepts · Rating: 2100 · first AC: 2024-07-08 · last AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

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## 2061.

1284D

[New Year and Conference](#) · [Tutorial](#)

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2024-07-08 · last AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, sortings

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## 2062.

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2024-07-08 · last AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, two pointers

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## 2063.

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2024-07-07 · last AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

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## 2064.

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation

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## 2065.

909D

[Colorful Points](#) · [Tutorial](#)

Quality: 2,107 global accepts · Rating: 2100 · first AC: 2024-07-07 · last AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation

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**2066.**

1056E

[Check Transcription](#) · [Tutorial](#)

Quality: 2,814 global accepts · Rating: 2100 · first AC: 2024-07-05 · last AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, strings

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**2067.**

1077F2

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

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2024-07-02 · last AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

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**2068.**

1003E

[Tree Constructing](#) · [Tutorial](#)

Quality: 3,030 global accepts · Rating: 2100 · first AC: 2024-06-27 · last AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

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**2069.**

665E

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

Quality: 4,426 global accepts · Rating: 2100 · first AC: 2024-06-26 · last AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, strings, trees

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**2070.**

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,646 global accepts · Rating: 2100 · first AC: 2024-05-11 · last AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

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**2071.**

1472F

[New Year's Puzzle](#) · [Tutorial](#)

Quality: 3,291 global accepts · Rating: 2100 · first AC: 2024-05-11 · last AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[scutsky's solution](#)

**2072.**

1971H

[±1](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2100 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, graphs

[scutsky's solution](#)

**2073.**

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,117 global accepts · Rating: 2100 · first AC: 2024-05-10 · last AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, shortest paths

[scutsky's solution](#)

**2074.**

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2024-05-10 · last AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: dp

[scutsky's solution](#)

**2075.**

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2024-05-09 · last AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[scutsky's solution](#)

**2076.**

1660F2

[Promising String \(hard version\) · Tutorial](#)

Quality: 3,146 global accepts · Rating: 2100 · first AC: 2024-04-30 · last AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, strings

[scutsky's solution](#)

**2077.**

1183F

[Topforces Strikes Back · Tutorial](#)

Quality: 2,252 global accepts · Rating: 2100 · first AC: 2024-04-29 · last AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, sortings

[scutsky's solution](#)

**2078.**

702E

[Analysis of Pathes in Functional Graph · Tutorial](#)

Quality: 3,109 global accepts · Rating: 2100 · first AC: 2024-04-25 · last AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs

[scutsky's solution](#)

**2079.**

1729G

[Cut Substrings · Tutorial](#)

Quality: 2,509 global accepts · Rating: 2100 · first AC: 2024-04-24 · last AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[scutsky's solution](#)

**2080.**

1029E

[Tree with Small Distances · Tutorial](#)

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2024-04-23 · last AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy

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**2081.**

1811F

[Is It Flower? · Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2024-04-16 · last AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation

[scutsky's solution](#)

**2082.**

853C

[Boredom · Tutorial](#)

Quality: 1,585 global accepts · Rating: 2100 · first AC: 2024-04-13 · last AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[scutsky's solution](#)

**2083.**

1278D

[Segment Tree · Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2024-04-12 · last AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, trees

[scutsky's solution](#)

**2084.**

1184E2

[Daleks' Invasion \(medium\) · Tutorial](#)

Quality: 1,057 global accepts · Rating: 2100 · first AC: 2024-04-09 · last AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[scutsky's solution](#)

**2085.**

1771D

[Hossam and \(sub-\)palindromic tree · Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2024-04-07 · last AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

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## 2086.

877D

[Olya and Energy Drinks](#) · [Tutorial](#)

Quality: 5,085 global accepts · Rating: 2100 · first AC: 2024-04-02 · last AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

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## 2087.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-10 · last AC: 2024-03-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math

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## 2088.

1343E

[Weights Distributing](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 2100 · first AC: 2024-03-20 · last AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

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## 2089.

319C

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

Quality: 6,592 global accepts · Rating: 2100 · first AC: 2024-03-18 · last AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

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## 2090.

1213F

[Unstable String Sort](#) · [Tutorial](#)

Quality: 3,020 global accepts · Rating: 2100 · first AC: 2024-03-14 · last AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings

[scutsky's solution](#)

## 2091.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2024-03-14 · last AC: 2024-03-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

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## 2092.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,382 global accepts · Rating: 2100 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

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## 2093.

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

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## 2094.

766E

[Mahmoud and a xor trip](#) · [Tutorial](#)

Quality: 3,475 global accepts · Rating: 2100 · first AC: 2024-03-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees

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**2095.**

321C

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

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2024-03-09 · last AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[scutsky's solution](#)

**2096.**

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 2100 · first AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[scutsky's solution](#)

**2097.**

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,190 global accepts · Rating: 2100 · first AC: 2024-03-08 · last AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees

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**2098.**

703D

[Mishka and Interesting sum](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2100 · first AC: 2024-03-06 · last AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures

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**2099.**

103D

[Time to Raid Cowavans](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2100 · first AC: 2024-03-05 · last AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, sortings

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**2100.**

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,600 global accepts · Rating: 2100 · first AC: 2024-03-05 · last AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

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**2101.**

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,121 global accepts · Rating: 2100 · first AC: 2024-03-03 · last AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

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**2102.**

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2024-03-01 · last AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[scutsky's solution](#)

**2103.**

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2100 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[scutsky's solution](#)

**2104.**

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,890 global accepts · Rating: 2100 · first AC: 2024-02-27 · last AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[scutsky's solution](#)

**2105.**

128B

[String](#) · [Tutorial](#)

Quality: 2,874 global accepts · Rating: 2100 · first AC: 2024-02-23 · last AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings

[scutsky's solution](#)**2106.**

631D

[Messenger](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 2100 · first AC: 2024-02-21 · last AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, implementation, string suffix structures, strings

[scutsky's solution](#)**2107.**

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,469 global accepts · Rating: 2100 · first AC: 2024-02-16 · last AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[scutsky's solution](#)**2108.**

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2024-02-11 · last AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, matrices

[scutsky's solution](#)**2109.**

1650G

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

Quality: 2,939 global accepts · Rating: 2100 · first AC: 2024-01-31 · last AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths

[scutsky's solution](#)**2110.**

1151E

[Number of Components](#) · [Tutorial](#)

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math

[scutsky's solution](#)**2111.**

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2023-11-22 · last AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

[scutsky's solution](#)**2112.**

190E

[Counter Attack](#) · [Tutorial](#)

Quality: 1,740 global accepts · Rating: 2100 · first AC: 2023-11-11 · last AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, hashing, sortings

[scutsky's solution](#)**2113.**

920E

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

Quality: 7,750 global accepts · Rating: 2100 · first AC: 2023-11-11 · last AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[scutsky's solution](#)**2114.**

875C

[National Property](#) · [Tutorial](#)

Quality: 2,366 global accepts · Rating: 2100 · first AC: 2023-10-13 · last AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation

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## 2115.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 2100 · first AC: 2023-10-05 · last AC: 2023-10-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

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## 2116.

231E

[Cactus](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2023-10-05 · last AC: 2023-10-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

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## 2117.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,730 global accepts · Rating: 2100 · first AC: 2023-10-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp

[scutsky's solution](#)

## 2118.

1668D

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

Rating: 2100 · first AC: 2023-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[scutsky's solution](#)

## 2119.

675C

[Money Transfers](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-10-01 · last AC: 2023-10-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

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## 2120.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2023-09-30 · last AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

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## 2121.

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,962 global accepts · Rating: 2100 · first AC: 2023-09-22 · last AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[scutsky's solution](#)

## 2122.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,946 global accepts · Rating: 2100 · first AC: 2023-09-19 · last AC: 2023-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[scutsky's solution](#)

## 2123.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 2100 · first AC: 2023-09-17 · last AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[scutsky's solution](#)

**2124.**

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2023-09-16 · last AC: 2023-09-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[scutsky's solution](#)

**2125.**

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2023-09-06 · last AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[scutsky's solution](#)

**2126.**

498C

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

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2023-09-12 · last AC: 2023-09-15 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, number theory

[scutsky's solution](#)

**2127.**

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[scutsky's solution](#)

**2128.**

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2023-09-01 · last AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

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**2129.**

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,193 global accepts · Rating: 2100 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[scutsky's solution](#)

**2130.**

954F

[Runner's Problem](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2100 · first AC: 2023-08-28 · last AC: 2023-08-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices, sortings

[scutsky's solution](#)

**2131.**

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,218 global accepts · Rating: 2100 · first AC: 2023-08-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices

[scutsky's solution](#)

**2132.**

1005F

[Berland and the Shortest Paths](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2100 · first AC: 2023-08-26 · last AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[scutsky's solution](#)

**2133.**

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2023-08-23 · last AC: 2023-08-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures,

two pointers

[scutsky's solution](#)

**2134.**

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 2100 · first AC: 2023-08-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[scutsky's solution](#)

**2135.**

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2023-08-13 · last AC: 2023-08-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs

[scutsky's solution](#)

**2136.**

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,923 global accepts · Rating: 2100 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[scutsky's solution](#)

**2137.**

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2023-07-31 · last AC: 2023-07-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[scutsky's solution](#)

**2138.**

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2023-07-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[scutsky's solution](#)

**2139.**

1355E

[Restorer Distance](#) · [Tutorial](#)

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2023-07-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[scutsky's solution](#)

**2140.**

852D

[Exploration plan](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 2100 · first AC: 2023-04-19 · last AC: 2023-04-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graph matchings, shortest paths

[scutsky's solution](#)

**2141.**

546E

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

Quality: 4,314 global accepts · Rating: 2100 · first AC: 2023-04-19 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs, math

[scutsky's solution](#)

**2142.**

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[scutsky's solution](#)

**2143.**

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,359 global accepts · Rating: 2100 · first AC: 2023-03-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[scutsky's solution](#)

## 2144.

1790F

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

Quality: 4,002 global accepts · Rating: 2100 · first AC: 2023-01-27 · last AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[scutsky's solution](#)

## 2145.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,090 global accepts · Rating: 2100 · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, trees

[scutsky's solution](#)

## 2146.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[scutsky's solution](#)

## 2147.

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, probabilities, trees

[scutsky's solution](#)

## 2148.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[scutsky's solution](#)

## 2149.

2072G

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

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[scutsky's solution](#)

## 2150.

286B

[Shifting](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2200 · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[scutsky's solution](#)

## 2151.

2085E

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

Quality: 3,153 global accepts · Rating: 2200 · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[scutsky's solution](#)

## 2152.

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2200 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

[scutsky's solution](#)

**2153.**

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,466 global accepts · Rating: 2200 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp  
[scutsky's solution](#)

**2154.**

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2024-02-21 · last AC: 2025-05-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees  
[scutsky's solution](#)

**2155.**

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory  
[scutsky's solution](#)

**2156.**

2060F

[Multiplicative Arrays](#) · [Tutorial](#)

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-03-13 · last AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, number theory  
[scutsky's solution](#)

**2157.**

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2200 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive  
[scutsky's solution](#)

**2158.**

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, math, shortest paths  
[scutsky's solution](#)

**2159.**

2045H

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

Quality: 795 global accepts · Rating: 2200 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings, string suffix structures, strings  
[scutsky's solution](#)

**2160.**

1399E2

[Weights Division \(hard version\)](#) · [Tutorial](#)

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers  
[scutsky's solution](#)

**2161.**

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy  
[scutsky's solution](#)

**2162.**

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2024-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory  
[scutsky's solution](#)

**2163.**

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,187 global accepts · Rating: 2200 · first AC: 2024-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[scutsky's solution](#)

**2164.**

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2024-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs

[scutsky's solution](#)

**2165.**

555C

[Case of Chocolate](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[scutsky's solution](#)

**2166.**

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[scutsky's solution](#)

**2167.**

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[scutsky's solution](#)

**2168.**

2027D2

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

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[scutsky's solution](#)

**2169.**

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2024-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[scutsky's solution](#)

**2170.**

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[scutsky's solution](#)

**2171.**

2018D

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

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[scutsky's solution](#)

**2172.**

1503C

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

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[scutsky's solution](#)

**2173.**

2033G

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

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[scutsky's solution](#)

**2174.**

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,882 global accepts · Rating: 2200 · first AC: 2024-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, strings, trees

[scutsky's solution](#)

**2175.**

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[scutsky's solution](#)

**2176.**

2009G2

[Yunli's Subarray Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[scutsky's solution](#)

**2177.**

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 2200 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs

[scutsky's solution](#)

**2178.**

1353F

[Decreasing Heights](#) · [Tutorial](#)

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[scutsky's solution](#)

**2179.**

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[scutsky's solution](#)

**2180.**

756C

[Nikita and stack](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2200 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[scutsky's solution](#)

**2181.**

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, trees

[scutsky's solution](#)

**2182.**

958B2

[Maximum Control \(medium\)](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2200 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[scutsky's solution](#)

**2183.**

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[scutsky's solution](#)

**2184.**

420D

[Cup Trick](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2200 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[scutsky's solution](#)

**2185.**

387D

[George and Interesting Graph](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings

[scutsky's solution](#)

**2186.**

387E

[George and Cards](#) · [Tutorial](#)

Quality: 989 global accepts · Rating: 2200 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[scutsky's solution](#)

**2187.**

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, probabilities, trees

[scutsky's solution](#)

**2188.**

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2200 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[scutsky's solution](#)

**2189.**

733F

[Drivers Dissatisfaction](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2200 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, trees

[scutsky's solution](#)

**2190.**

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-14 · last AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[scutsky's solution](#)

**2191.**

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2024-08-08 · last AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, graphs, greedy, implementation

[scutsky's solution](#)

**2192.**

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-05-03 · last AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[scutsky's solution](#)

**2193.**

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2024-08-05 · last AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[scutsky's solution](#)

**2194.**

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-31 · last AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[scutsky's solution](#)

**2195.**

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[scutsky's solution](#)

**2196.**

1184C2

[Heidi and the Turing Test \(Medium\)](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2200 · first AC: 2024-07-15 · last AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[scutsky's solution](#)

**2197.**

979D

[Kuro and GCD and XOR and SUM](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2200 · first AC: 2024-07-14 · last AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees

[scutsky's solution](#)

**2198.**

1092D2

[Great Vova Wall \(Version 2\)](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2200 · first AC: 2024-07-14 · last AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[scutsky's solution](#)

**2199.**

1092D1

[Great Vova Wall \(Version 1\)](#) · [Tutorial](#)

Quality: 5,677 global accepts · Rating: 2200 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[scutsky's solution](#)

**2200.**

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2024-07-11 · last AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[scutsky's solution](#)

**2201.**

301D

[Yaroslav and Divisors](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2024-07-10 · last AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[scutsky's solution](#)

**2202.**

903D

[Almost Difference](#) · [Tutorial](#)

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2023-11-06 · last AC: 2024-07-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[scutsky's solution](#)

**2203.**

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2024-07-08 · last AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[scutsky's solution](#)**2204.**

282E

[Sausage Maximization](#) · [Tutorial](#)

Quality: 4,328 global accepts · Rating: 2200 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, trees

[scutsky's solution](#)**2205.**

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,806 global accepts · Rating: 2200 · first AC: 2024-07-05 · last AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[scutsky's solution](#)**2206.**

490F

[Treeland Tour](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2200 · first AC: 2024-05-15 · last AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[scutsky's solution](#)**2207.**

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[scutsky's solution](#)**2208.**

1695D1

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

Quality: 2,457 global accepts · Rating: 2200 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[scutsky's solution](#)**2209.**

431E

[Chemistry Experiment](#) · [Tutorial](#)

Quality: 1,187 global accepts · Rating: 2200 · first AC: 2024-06-28 · last AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, ternary search

[scutsky's solution](#)**2210.**

1003F

[Abbreviation](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2024-06-27 · last AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, strings

[scutsky's solution](#)**2211.**

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2024-06-27 · last AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[scutsky's solution](#)**2212.**

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force,

combinatorics, data structures, math, number theory

[scutsky's solution](#)

**2213.**

1156E

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

Quality: 4,033 global accepts · Rating: 2200 · first AC: 2024-05-21 · last AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[scutsky's solution](#)

**2214.**

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2024-05-18 · last AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[scutsky's solution](#)

**2215.**

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2024-05-12 · last AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: dp

[scutsky's solution](#)

**2216.**

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2024-05-08 · last AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[scutsky's solution](#)

**2217.**

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2200 · first AC: 2024-05-01 · last AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[scutsky's solution](#)

**2218.**

1520G

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

Quality: 4,220 global accepts · Rating: 2200 · first AC: 2024-04-29 · last AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[scutsky's solution](#)

**2219.**

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2024-04-26 · last AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory

[scutsky's solution](#)

**2220.**

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2024-04-25 · last AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[scutsky's solution](#)

**2221.**

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2024-04-24 · last AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[scutsky's solution](#)

**2222.**

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, trees  
[scutsky's solution](#)

**2223.**

1650F

[Vitaly and Advanced Useless Algorithms](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2024-04-12 · last AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation  
[scutsky's solution](#)

**2224.**

76A

[Gift](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2200 · first AC: 2024-04-10 · last AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, sortings, trees  
[scutsky's solution](#)

**2225.**

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2024-04-07 · last AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, sortings  
[scutsky's solution](#)

**2226.**

7D

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

Quality: 4,478 global accepts · Rating: 2200 · first AC: 2024-04-02 · last AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: hashing, strings  
[scutsky's solution](#)

**2227.**

1295E

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

Quality: 2,773 global accepts · Rating: 2200 · first AC: 2024-04-01 · last AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer  
[scutsky's solution](#)

**2228.**

1741G

[Kirill and Company](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2024-03-27 · last AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths  
[scutsky's solution](#)

**2229.**

1921G

[Mischievous Shooter](#) · [Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-03-26 · last AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation  
[scutsky's solution](#)

**2230.**

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2024-03-25 · last AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities  
[scutsky's solution](#)

**2231.**

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2024-03-12 · last AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[scutsky's solution](#)

**2232.**

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,797 global accepts · Rating: 2200 · first AC: 2024-03-11 · last AC: 2024-03-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[scutsky's solution](#)

**2233.**

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2024-03-11 · last AC: 2024-03-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs

[scutsky's solution](#)

**2234.**

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2024-03-05 · last AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[scutsky's solution](#)

**2235.**

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2024-03-04 · last AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[scutsky's solution](#)

**2236.**

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2024-03-04 · last AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[scutsky's solution](#)

**2237.**

316C1

[Tidying Up](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 2200 · first AC: 2024-02-24 · C++17 (GCC 9-64) (first AC) · Tags: flows

[scutsky's solution](#)

**2238.**

316G2

[Good Substrings](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2200 · first AC: 2024-02-24 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures

[scutsky's solution](#)

**2239.**

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp

[scutsky's solution](#)

**2240.**

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,427 global accepts · Rating: 2200 · first AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, string suffix structures, strings

[scutsky's solution](#)

**2241.**

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2024-02-01 · last AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, sortings

[scutsky's solution](#)

**2242.**

25E

[Test](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 2200 · first AC: 2024-01-05 · last AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: hashing, strings  
[scutsky's solution](#)

**2243.**

526D

[Om Nom and Necklace](#) · [Tutorial](#)

Quality: 2,446 global accepts · Rating: 2200 · first AC: 2024-01-03 · C++17 (GCC 9-64) (first AC) · Tags: hashing, string suffix structures, strings  
[scutsky's solution](#)

**2244.**

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-11-15 · last AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees  
[scutsky's solution](#)

**2245.**

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-11-07 · last AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees  
[scutsky's solution](#)

**2246.**

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2023-10-31 · last AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees  
[scutsky's solution](#)

**2247.**

863F

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

Quality: 1,527 global accepts · Rating: 2200 · first AC: 2023-10-18 · last AC: 2023-10-18 · C++17 (GCC 9-64) (first AC) · Tags: flows  
[scutsky's solution](#)

**2248.**

723E

[One-Way Reform](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2023-10-17 · last AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, flows, graphs, greedy  
[scutsky's solution](#)

**2249.**

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2023-10-08 · last AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices  
[scutsky's solution](#)

**2250.**

588E

[Duff in the Army](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees  
[scutsky's solution](#)

**2251.**

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2200 · first AC: 2023-10-02 · last AC: 2023-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees  
[scutsky's solution](#)

**2252.**

834D

[The Bakery](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp  
[scutsky's solution](#)

**2253.**

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2023-10-01 · last AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers  
[scutsky's solution](#)

**2254.**

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2023-09-18 · last AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs  
[scutsky's solution](#)

**2255.**

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2023-08-26 · last AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graphs  
[scutsky's solution](#)

**2256.**

1784C

[Monsters \(hard version\)](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2200 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy  
[scutsky's solution](#)

**2257.**

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,292 global accepts · Rating: 2200 · first AC: 2023-08-24 · last AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp  
[scutsky's solution](#)

**2258.**

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,117 global accepts · Rating: 2200 · first AC: 2023-08-13 · last AC: 2023-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures  
[scutsky's solution](#)

**2259.**

1855D

[Earn or Unlock](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-07-31 · last AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp  
[scutsky's solution](#)

**2260.**

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2023-04-17 · last AC: 2023-04-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees  
[scutsky's solution](#)

**2261.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,879 global accepts · Rating: 2200 · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, two pointers  
[scutsky's solution](#)

**2262.**

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,450 global accepts · Rating: 2200 · first AC: 2023-03-30 · last AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[scutsky's solution](#)

**2263.**

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2023-01-18 · last AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[scutsky's solution](#)

**2264.**

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2023-01-12 · last AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings

[scutsky's solution](#)

**2265.**

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,251 global accepts · Rating: 2200 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[scutsky's solution](#)

**2266.**

2172J

[Sliding Tiles](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2300 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu

[scutsky's solution](#)

**2267.**

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2300 · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[scutsky's solution](#)

**2268.**

2146E

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

Quality: 2,056 global accepts · Rating: 2300 · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[scutsky's solution](#)

**2269.**

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,243 global accepts · Rating: 2300 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings

[scutsky's solution](#)

**2270.**

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 2300 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy, sortings

[scutsky's solution](#)

**2271.**

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[scutsky's solution](#)

**2272.**

557E

[Ann and Half-Palindrome](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2300 · first AC: 2024-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, string suffix structures, strings, trees

[scutsky's solution](#)

**2273.**

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[scutsky's solution](#)

**2274.**

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[scutsky's solution](#)

**2275.**

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,461 global accepts · Rating: 2300 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[scutsky's solution](#)

**2276.**

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2300 · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, math, number theory

[scutsky's solution](#)

**2277.**

1919F1

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

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[scutsky's solution](#)

**2278.**

1654E

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

Quality: 2,360 global accepts · Rating: 2300 · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, graphs, math

[scutsky's solution](#)

**2279.**

1916E

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

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[scutsky's solution](#)

**2280.**

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[scutsky's solution](#)

**2281.**

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures,

dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[scutsky's solution](#)

**2282.**

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,823 global accepts · Rating: 2300 · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, trees

[scutsky's solution](#)

**2283.**

1528C

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

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[scutsky's solution](#)

**2284.**

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[scutsky's solution](#)

**2285.**

1451E2

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

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[scutsky's solution](#)

**2286.**

1310D

[Tourism](#) · [Tutorial](#)

Quality: 1,997 global accepts · Rating: 2300 · first AC: 2024-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, probabilities

[scutsky's solution](#)

**2287.**

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[scutsky's solution](#)

**2288.**

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2023-09-27 · last AC: 2024-10-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths

[scutsky's solution](#)

**2289.**

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[scutsky's solution](#)

**2290.**

858F

[Wizard's Tour](#) · [Tutorial](#)

Quality: 2,022 global accepts · Rating: 2300 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[scutsky's solution](#)

**2291.**

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[scutsky's solution](#)

**2292.**

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[scutsky's solution](#)

**2293.**

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,576 global accepts · Rating: 2300 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: flows

[scutsky's solution](#)

**2294.**

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[scutsky's solution](#)

**2295.**

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,364 global accepts · Rating: 2300 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[scutsky's solution](#)

**2296.**

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[scutsky's solution](#)

**2297.**

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, math

[scutsky's solution](#)

**2298.**

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[scutsky's solution](#)

**2299.**

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[scutsky's solution](#)

**2300.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2023-04-16 · last AC: 2024-08-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[scutsky's solution](#)

**2301.**

1929F

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

Quality: 2,268 global accepts · Rating: 2300 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[scutsky's solution](#)**2302.**

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[scutsky's solution](#)**2303.**

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[scutsky's solution](#)**2304.**

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-07-27 · last AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[scutsky's solution](#)**2305.**

1251E1

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

Quality: 2,588 global accepts · Rating: 2300 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[scutsky's solution](#)**2306.**

1093G

[Multidimensional Queries](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2024-07-15 · last AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[scutsky's solution](#)**2307.**

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2024-07-09 · last AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: graphs, hashing, sortings

[scutsky's solution](#)**2308.**

515E

[Drazil and Park](#) · [Tutorial](#)

Quality: 2,435 global accepts · Rating: 2300 · first AC: 2024-07-06 · last AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[scutsky's solution](#)**2309.**

1695D2

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

Quality: 2,292 global accepts · Rating: 2300 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[scutsky's solution](#)**2310.**

1849E

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

Quality: 2,183 global accepts · Rating: 2300 · first AC: 2024-05-12 · last AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[scutsky's solution](#)

**2311.**

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2024-05-10 · last AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[scutsky's solution](#)

**2312.**

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-07-14 · last AC: 2024-05-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[scutsky's solution](#)

**2313.**

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2024-05-04 · last AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[scutsky's solution](#)

**2314.**

1200F

[Graph Traveler](#) · [Tutorial](#)

Quality: 1,163 global accepts · Rating: 2300 · first AC: 2024-05-02 · last AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[scutsky's solution](#)

**2315.**

1843F2

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

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2024-04-23 · last AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[scutsky's solution](#)

**2316.**

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2024-04-08 · last AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[scutsky's solution](#)

**2317.**

610D

[Vika and Segments](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 2300 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, geometry, two pointers

[scutsky's solution](#)

**2318.**

160D

[Edges in MST](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2300 · first AC: 2024-04-09 · last AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[scutsky's solution](#)

**2319.**

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[scutsky's solution](#)

**2320.**

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2024-04-07 · last AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths, sortings

[scutsky's solution](#)

### 2321.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2024-04-07 · last AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[scutsky's solution](#)

### 2322.

1045C

[Hyperspace Highways](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2300 · first AC: 2024-04-04 · last AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[scutsky's solution](#)

### 2323.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2024-03-30 · last AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[scutsky's solution](#)

### 2324.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2024-03-28 · last AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[scutsky's solution](#)

### 2325.

97B

[Superset](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2300 · first AC: 2024-03-25 · last AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer

[scutsky's solution](#)

### 2326.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[scutsky's solution](#)

### 2327.

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2300 · first AC: 2024-03-12 · last AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[scutsky's solution](#)

### 2328.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2024-03-12 · last AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[scutsky's solution](#)

### 2329.

327E

[Axis Walking](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2300 · first AC: 2024-03-10 · last AC: 2024-03-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, meet-in-the-middle

[scutsky's solution](#)

**2330.**

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2023-09-27 · last AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees

[scutsky's solution](#)**2331.**

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math

[scutsky's solution](#)**2332.**

802G3

[Fake News \(hard\)](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures

[scutsky's solution](#)**2333.**

149E

[Martian Strings](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 2300 · first AC: 2024-02-21 · last AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures, strings

[scutsky's solution](#)**2334.**

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: graphs, math, number theory, shortest paths

[scutsky's solution](#)**2335.**

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,718 global accepts · Rating: 2300 · first AC: 2024-02-14 · last AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices

[scutsky's solution](#)**2336.**

677D

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

Quality: 1,959 global accepts · Rating: 2300 · first AC: 2024-02-13 · last AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs, shortest paths

[scutsky's solution](#)**2337.**

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,621 global accepts · Rating: 2300 · first AC: 2024-02-09 · last AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, matrices

[scutsky's solution](#)**2338.**

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2024-02-02 · last AC: 2024-02-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[scutsky's solution](#)**2339.**

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,862 global accepts · Rating: 2300 · first AC: 2024-01-31 · last AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks,

constructive algorithms, data structures

[scutsky's solution](#)

**2340.**

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2300 · first AC: 2024-01-25 · last AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math

[scutsky's solution](#)

**2341.**

1681F

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

Quality: 2,325 global accepts · Rating: 2300 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[scutsky's solution](#)

**2342.**

123D

[String](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2300 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures

[scutsky's solution](#)

**2343.**

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2024-01-13 · last AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs

[scutsky's solution](#)

**2344.**

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2024-01-09 · last AC: 2024-01-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[scutsky's solution](#)

**2345.**

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-05-19 · last AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[scutsky's solution](#)

**2346.**

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2023-11-24 · last AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[scutsky's solution](#)

**2347.**

489E

[Hiking](#) · [Tutorial](#)

Quality: 1,147 global accepts · Rating: 2300 · first AC: 2023-11-12 · last AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[scutsky's solution](#)

**2348.**

316C2

[Tidying Up](#) · [Tutorial](#)

Quality: 668 global accepts · Rating: 2300 · first AC: 2023-10-27 · last AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings

[scutsky's solution](#)

**2349.**

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2023-10-17 · last AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, flows, hashing

[scutsky's solution](#)

**2350.**

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,287 global accepts · Rating: 2300 · first AC: 2023-10-05 · last AC: 2023-10-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[scutsky's solution](#)

**2351.**

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2023-10-03 · last AC: 2023-10-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[scutsky's solution](#)

**2352.**

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,364 global accepts · Rating: 2300 · first AC: 2023-10-01 · last AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, trees

[scutsky's solution](#)

**2353.**

915E

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

Quality: 5,573 global accepts · Rating: 2300 · first AC: 2023-10-01 · last AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[scutsky's solution](#)

**2354.**

510E

[Fox And Dinner](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: flows

[scutsky's solution](#)

**2355.**

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[scutsky's solution](#)

**2356.**

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2023-09-13 · last AC: 2023-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings

[scutsky's solution](#)

**2357.**

1096F

[Inversion Expectation](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[scutsky's solution](#)

**2358.**

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2023-08-13 · last AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[scutsky's solution](#)

**2359.**

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2023-07-15 · last AC: 2023-07-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[scutsky's solution](#)

**2360.**

1825D2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, trees

[scutsky's solution](#)

**2361.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2023-04-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, trees

[scutsky's solution](#)

**2362.**

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-04-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[scutsky's solution](#)

**2363.**

438D

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

Quality: 11,605 global accepts · Rating: 2300 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[scutsky's solution](#)

**2364.**

2171H

[Shiori Miyagi and Maximum Array Score](#) · [Tutorial](#)

Quality: 1,016 global accepts · Rating: 2400 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, sortings

[scutsky's solution](#)

**2365.**

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,099 global accepts · Rating: 2400 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[scutsky's solution](#)

**2366.**

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings

[scutsky's solution](#)

**2367.**

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[scutsky's solution](#)

**2368.**

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, two pointers

[scutsky's solution](#)

**2369.**

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

[scutsky's solution](#)

**2370.**

258E

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

Quality: 1,319 global accepts · Rating: 2400 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees

[scutsky's solution](#)

**2371.**

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[scutsky's solution](#)

**2372.**

1591E

[Frequency Queries](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[scutsky's solution](#)

**2373.**

1719F

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

Rating: 2400 · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, math, number theory

[scutsky's solution](#)

**2374.**

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[scutsky's solution](#)

**2375.**

593D

[Happy Tree Party](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 2400 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, math, trees

[scutsky's solution](#)

**2376.**

2038D

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

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[scutsky's solution](#)

**2377.**

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,284 global accepts · Rating: 2400 · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[scutsky's solution](#)

**2378.**

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2400 · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs,

greedy, sortings, trees

[scutsky's solution](#)

**2379.**

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation

[scutsky's solution](#)

**2380.**

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation

[scutsky's solution](#)

**2381.**

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[scutsky's solution](#)

**2382.**

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,022 global accepts · Rating: 2400 · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[scutsky's solution](#)

**2383.**

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,962 global accepts · Rating: 2400 · first AC: 2024-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[scutsky's solution](#)

**2384.**

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[scutsky's solution](#)

**2385.**

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[scutsky's solution](#)

**2386.**

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2024-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[scutsky's solution](#)

**2387.**

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[scutsky's solution](#)

**2388.**

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2024-10-08 · last AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, two pointers

[scutsky's solution](#)

### 2389.

1099F

[Cookies](#) · [Tutorial](#)

Quality: 1,047 global accepts · Rating: 2400 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, games, trees

[scutsky's solution](#)

### 2390.

939F

[Cutlet](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2024-10-06 · last AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[scutsky's solution](#)

### 2391.

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[scutsky's solution](#)

### 2392.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[scutsky's solution](#)

### 2393.

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2400 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy

[scutsky's solution](#)

### 2394.

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,745 global accepts · Rating: 2400 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[scutsky's solution](#)

### 2395.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[scutsky's solution](#)

### 2396.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[scutsky's solution](#)

### 2397.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2024-08-21 · last AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[scutsky's solution](#)

### 2398.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 2400 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, trees  
[scutsky's solution](#)

**2399.**

1779E

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

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings  
[scutsky's solution](#)

**2400.**

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees  
[scutsky's solution](#)

**2401.**

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory  
[scutsky's solution](#)

**2402.**

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2400 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees  
[scutsky's solution](#)

**2403.**

1251E2

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

Quality: 2,952 global accepts · Rating: 2400 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy  
[scutsky's solution](#)

**2404.**

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2024-07-10 · last AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings  
[scutsky's solution](#)

**2405.**

323C

[Two permutations](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2400 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures  
[scutsky's solution](#)

**2406.**

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-06-28 · last AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy  
[scutsky's solution](#)

**2407.**

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2400 · first AC: 2024-05-20 · last AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dsu, graphs  
[scutsky's solution](#)

**2408.**

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2024-05-10 · last AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search,

dfs and similar, dsu, graph matchings, graphs

[scutsky's solution](#)

**2409.**

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,059 global accepts · Rating: 2400 · first AC: 2024-05-05 · last AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[scutsky's solution](#)

**2410.**

1619H

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

Quality: 1,434 global accepts · Rating: 2400 · first AC: 2024-05-02 · last AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers

[scutsky's solution](#)

**2411.**

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2024-04-28 · last AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[scutsky's solution](#)

**2412.**

1005E2

[Median on Segments \(General Case Edition\)](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2024-04-17 · last AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: sortings

[scutsky's solution](#)

**2413.**

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2400 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing

[scutsky's solution](#)

**2414.**

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2024-04-10 · last AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[scutsky's solution](#)

**2415.**

160E

[Buses and People](#) · [Tutorial](#)

Quality: 682 global accepts · Rating: 2400 · first AC: 2024-04-10 · last AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[scutsky's solution](#)

**2416.**

1184E3

[Daleks' Invasion \(hard\)](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2400 · first AC: 2024-04-09 · last AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, trees

[scutsky's solution](#)

**2417.**

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2024-04-09 · last AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees

[scutsky's solution](#)

**2418.**

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2024-04-02 · last AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[scutsky's solution](#)

## 2419.

707E

[Garlands](#) · [Tutorial](#)

Quality: 1,342 global accepts · Rating: 2400 · first AC: 2024-04-01 · last AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures  
[scutsky's solution](#)

## 2420.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,616 global accepts · Rating: 2400 · first AC: 2024-03-18 · last AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[scutsky's solution](#)

## 2421.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2024-03-17 · last AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[scutsky's solution](#)

## 2422.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2024-03-17 · last AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[scutsky's solution](#)

## 2423.

643C

[Levels and Regions](#) · [Tutorial](#)

Quality: 1,731 global accepts · Rating: 2400 · first AC: 2024-03-17 · last AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[scutsky's solution](#)

## 2424.

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2400 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings

[scutsky's solution](#)

## 2425.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 2400 · first AC: 2024-03-10 · last AC: 2024-03-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, trees

[scutsky's solution](#)

## 2426.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2400 · first AC: 2024-03-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, trees

[scutsky's solution](#)

## 2427.

914E

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

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2024-03-09 · last AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[scutsky's solution](#)

**2428.**

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2024-03-08 · last AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers

[scutsky's solution](#)

**2429.**

12D

[Ball](#) · [Tutorial](#)

Quality: 2,886 global accepts · Rating: 2400 · first AC: 2024-03-05 · last AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[scutsky's solution](#)

**2430.**

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2024-03-03 · last AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[scutsky's solution](#)

**2431.**

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,504 global accepts · Rating: 2400 · first AC: 2024-03-02 · last AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[scutsky's solution](#)

**2432.**

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,766 global accepts · Rating: 2400 · first AC: 2024-03-01 · last AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, string suffix structures, strings

[scutsky's solution](#)

**2433.**

822E

[Liar](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2024-02-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, hashing, string suffix structures

[scutsky's solution](#)

**2434.**

825F

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

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2024-02-25 · last AC: 2024-02-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, hashing, string suffix structures, strings

[scutsky's solution](#)

**2435.**

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,200 global accepts · Rating: 2400 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, string suffix structures, strings

[scutsky's solution](#)

**2436.**

316G3

[Good Substrings](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2400 · first AC: 2024-02-24 · last AC: 2024-02-24 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures

[scutsky's solution](#)

**2437.**

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2024-02-23 · last AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search,

dsu, hashing, math, number theory, string suffix structures

[scutsky's solution](#)

**2438.**

873F

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

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2024-02-23 · last AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: dsu, string suffix structures, strings

[scutsky's solution](#)

**2439.**

5E

[Bindian Signaling](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2024-02-15 · last AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[scutsky's solution](#)

**2440.**

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[scutsky's solution](#)

**2441.**

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,834 global accepts · Rating: 2400 · first AC: 2024-01-25 · last AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, matrices

[scutsky's solution](#)

**2442.**

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2024-01-22 · last AC: 2024-01-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[scutsky's solution](#)

**2443.**

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2400 · first AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths, trees

[scutsky's solution](#)

**2444.**

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,320 global accepts · Rating: 2400 · first AC: 2023-11-21 · last AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[scutsky's solution](#)

**2445.**

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2023-11-15 · last AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[scutsky's solution](#)

**2446.**

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2023-11-08 · last AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: hashing, trees

[scutsky's solution](#)

**2447.**

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2023-11-03 · last AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graphs

[scutsky's solution](#)

### 2448.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2023-11-01 · last AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[scutsky's solution](#)

### 2449.

1044D

[Deduction Queries](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2400 · first AC: 2023-10-31 · last AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[scutsky's solution](#)

### 2450.

164C

[Machine Programming](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2400 · first AC: 2023-10-27 · last AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[scutsky's solution](#)

### 2451.

277E

[Binary Tree on Plane](#) · [Tutorial](#)

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2023-10-18 · last AC: 2023-10-18 · C++17 (GCC 9-64) (first AC) · Tags: flows, trees

[scutsky's solution](#)

### 2452.

115E

[Linear Kingdom Races](#) · [Tutorial](#)

Quality: 2,214 global accepts · Rating: 2400 · first AC: 2023-10-01 · last AC: 2023-10-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[scutsky's solution](#)

### 2453.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2400 · first AC: 2023-09-29 · last AC: 2023-09-29 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[scutsky's solution](#)

### 2454.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,282 global accepts · Rating: 2400 · first AC: 2023-09-13 · last AC: 2023-09-15 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[scutsky's solution](#)

### 2455.

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2400 · first AC: 2023-08-25 · last AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[scutsky's solution](#)

### 2456.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,705 global accepts · Rating: 2400 · first AC: 2023-08-13 · last AC: 2023-08-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[scutsky's solution](#)

**2457.**

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2023-08-11 · last AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[scutsky's solution](#)

**2458.**

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,522 global accepts · Rating: 2400 · first AC: 2023-08-06 · last AC: 2023-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[scutsky's solution](#)

**2459.**

1152E

[Neko and Flashback](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2023-08-01 · last AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[scutsky's solution](#)

**2460.**

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-07-30 · last AC: 2023-07-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[scutsky's solution](#)

**2461.**

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[scutsky's solution](#)

**2462.**

1820E

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, trees

[scutsky's solution](#)

**2463.**

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,276 global accepts · Rating: 2400 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[scutsky's solution](#)

**2464.**

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2400 · first AC: 2023-04-20 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[scutsky's solution](#)

**2465.**

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2023-04-17 · last AC: 2023-04-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[scutsky's solution](#)

**2466.**

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2023-01-13 · last AC: 2023-01-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[scutsky's solution](#)

**2467.**

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[scutsky's solution](#)

**2468.**

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2025-06-22 · last AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory, probabilities

[scutsky's solution](#)

**2469.**

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[scutsky's solution](#)

**2470.**

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[scutsky's solution](#)

**2471.**

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[scutsky's solution](#)

**2472.**

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[scutsky's solution](#)

**2473.**

1717F

[Madoka and The First Session](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2500 · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, flows, graph matchings, graphs, implementation

[scutsky's solution](#)

**2474.**

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[scutsky's solution](#)

**2475.**

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-27 · last AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[scutsky's solution](#)

**2476.**

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[scutsky's solution](#)

### 2477.

2038F

[Alternative Platforms](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2500 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[scutsky's solution](#)

### 2478.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[scutsky's solution](#)

### 2479.

1534F1

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

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy

[scutsky's solution](#)

### 2480.

1528D

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

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[scutsky's solution](#)

### 2481.

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[scutsky's solution](#)

### 2482.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,142 global accepts · Rating: 2500 · first AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[scutsky's solution](#)

### 2483.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2024-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[scutsky's solution](#)

### 2484.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2024-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[scutsky's solution](#)

### 2485.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2024-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[scutsky's solution](#)

**2486.**

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,015 global accepts · Rating: 2500 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[scutsky's solution](#)

**2487.**

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-28 · last AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[scutsky's solution](#)

**2488.**

778C

[Peterson Polyglot](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2024-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees

[scutsky's solution](#)

**2489.**

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2500 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[scutsky's solution](#)

**2490.**

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[scutsky's solution](#)

**2491.**

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,111 global accepts · Rating: 2500 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[scutsky's solution](#)

**2492.**

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[scutsky's solution](#)

**2493.**

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[scutsky's solution](#)

**2494.**

1187G

[Gang Up](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2500 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[scutsky's solution](#)

**2495.**

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs

[scutsky's solution](#)

**2496.**

976F

[Minimal k-covering](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2500 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[scutsky's solution](#)

**2497.**

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, graph matchings, greedy

[scutsky's solution](#)

**2498.**

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[scutsky's solution](#)

**2499.**

958C3

[Encryption \(hard\)](#) · [Tutorial](#)

Quality: 717 global accepts · Rating: 2500 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[scutsky's solution](#)

**2500.**

1625E1

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

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[scutsky's solution](#)

**2501.**

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2024-08-20 · last AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[scutsky's solution](#)

**2502.**

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[scutsky's solution](#)

**2503.**

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2024-08-18 · last AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[scutsky's solution](#)

**2504.**

333E

[Summer Earnings](#) · [Tutorial](#)

Quality: 1,249 global accepts · Rating: 2500 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, geometry, sortings

[scutsky's solution](#)

**2505.**

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2500 · first AC: 2024-07-15 · last AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[scutsky's solution](#)

**2506.**

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-13 · last AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[scutsky's solution](#)**2507.**

992E

[Nastya and King-Shamans](#) · [Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2024-07-06 · last AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[scutsky's solution](#)**2508.**

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,573 global accepts · Rating: 2500 · first AC: 2024-07-02 · last AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, strings

[scutsky's solution](#)**2509.**

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,282 global accepts · Rating: 2500 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[scutsky's solution](#)**2510.**

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2024-07-01 · last AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[scutsky's solution](#)**2511.**

266E

[More Queries to Array...](#) · [Tutorial](#)

Quality: 1,060 global accepts · Rating: 2500 · first AC: 2024-06-29 · last AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math

[scutsky's solution](#)**2512.**

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2024-06-28 · last AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[scutsky's solution](#)**2513.**

1986G2

[Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-06-26 · last AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[scutsky's solution](#)**2514.**

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2024-05-23 · last AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs, number theory

[scutsky's solution](#)**2515.**

1497E2

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

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2024-05-22 · last AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[scutsky's solution](#)

## 2516.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2024-05-10 · last AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, greedy

[scutsky's solution](#)

## 2517.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2024-05-07 · last AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp

[scutsky's solution](#)

## 2518.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-07-14 · last AC: 2024-05-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[scutsky's solution](#)

## 2519.

1175F

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

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2024-04-24 · last AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[scutsky's solution](#)

## 2520.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2024-04-10 · last AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[scutsky's solution](#)

## 2521.

1418G

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

Quality: 2,749 global accepts · Rating: 2500 · first AC: 2024-04-07 · last AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[scutsky's solution](#)

## 2522.

341D

[lahub and Xors](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2500 · first AC: 2024-03-31 · last AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[scutsky's solution](#)

## 2523.

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2024-03-24 · last AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, geometry

[scutsky's solution](#)

## 2524.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[scutsky's solution](#)

**2525.**

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2500 · first AC: 2024-03-11 · last AC: 2024-03-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[scutsky's solution](#)

**2526.**

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2024-03-05 · last AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

[scutsky's solution](#)

**2527.**

551E

[GukiZ and GukiZiana](#) · [Tutorial](#)

Quality: 2,143 global accepts · Rating: 2500 · first AC: 2024-03-05 · last AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation

[scutsky's solution](#)

**2528.**

86C

[Genetic engineering](#) · [Tutorial](#)

Quality: 864 global accepts · Rating: 2500 · first AC: 2024-03-02 · last AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, string suffix structures, trees

[scutsky's solution](#)

**2529.**

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2024-03-02 · last AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, matrices, strings

[scutsky's solution](#)

**2530.**

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,158 global accepts · Rating: 2500 · first AC: 2024-02-29 · last AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[scutsky's solution](#)

**2531.**

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: hashing, string suffix structures, strings

[scutsky's solution](#)

**2532.**

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2024-02-01 · last AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[scutsky's solution](#)

**2533.**

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2024-01-25 · last AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[scutsky's solution](#)

**2534.**

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2024-01-22 · last AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute

force, data structures, divide and conquer, greedy, implementation, two pointers

[scutsky's solution](#)

**2535.**

1423H

[Virus](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2024-01-21 · last AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs

[scutsky's solution](#)

**2536.**

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2500 · first AC: 2024-01-14 · last AC: 2024-01-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[scutsky's solution](#)

**2537.**

813F

[Bipartite Checking](#) · [Tutorial](#)

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2024-01-13 · last AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs

[scutsky's solution](#)

**2538.**

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2023-11-21 · last AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, trees

[scutsky's solution](#)

**2539.**

835F

[Roads in the Kingdom](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[scutsky's solution](#)

**2540.**

628F

[Bear and Fair Set](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2500 · first AC: 2023-11-05 · last AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[scutsky's solution](#)

**2541.**

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2023-10-30 · last AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation

[scutsky's solution](#)

**2542.**

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 2500 · first AC: 2023-10-01 · last AC: 2023-10-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[scutsky's solution](#)

**2543.**

1559D2

[Mocha and Diana \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,068 global accepts · Rating: 2500 · first AC: 2023-08-26 · last AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[scutsky's solution](#)

**2544.**

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2023-08-13 · last AC: 2023-08-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[scutsky's solution](#)

### 2545.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2023-08-10 · last AC: 2023-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures

[scutsky's solution](#)

### 2546.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2023-08-06 · last AC: 2023-08-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[scutsky's solution](#)

### 2547.

508D

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

Quality: 4,232 global accepts · Rating: 2500 · first AC: 2023-08-01 · last AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[scutsky's solution](#)

### 2548.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[scutsky's solution](#)

### 2549.

1825E

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, dsu, greedy, trees

[scutsky's solution](#)

### 2550.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, number theory

[scutsky's solution](#)

### 2551.

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[scutsky's solution](#)

### 2552.

2064F

[We Be Summing](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 2600 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, two pointers

[scutsky's solution](#)

### 2553.

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings

[scutsky's solution](#)

### 2554.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, implementation, matrices

[scutsky's solution](#)

### 2555.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[scutsky's solution](#)

### 2556.

1898F

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

Quality: 942 global accepts · Rating: 2600 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[scutsky's solution](#)

### 2557.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,051 global accepts · Rating: 2600 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[scutsky's solution](#)

### 2558.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[scutsky's solution](#)

### 2559.

1389F

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

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graph matchings, sortings

[scutsky's solution](#)

### 2560.

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2024-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[scutsky's solution](#)

### 2561.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[scutsky's solution](#)

### 2562.

1739F

[Keyboard Design](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2600 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, string suffix structures, strings

[scutsky's solution](#)

### 2563.

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees

[scutsky's solution](#)

**2564.**

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy  
[scutsky's solution](#)

**2565.**

607D

[Power Tree](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 2600 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees  
[scutsky's solution](#)

**2566.**

1004F

[Sonya and Bitwise OR](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2600 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer  
[scutsky's solution](#)

**2567.**

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs  
[scutsky's solution](#)

**2568.**

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,119 global accepts · Rating: 2600 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
[scutsky's solution](#)

**2569.**

321E

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

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2024-05-08 · last AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp  
[scutsky's solution](#)

**2570.**

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2024-05-03 · last AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, strings  
[scutsky's solution](#)

**2571.**

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2024-03-18 · last AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry  
[scutsky's solution](#)

**2572.**

750E

[New Year and Old Subsequence](#) · [Tutorial](#)

Quality: 1,876 global accepts · Rating: 2600 · first AC: 2024-03-10 · last AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, matrices  
[scutsky's solution](#)

**2573.**

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,465 global accepts · Rating: 2600 · first AC: 2024-03-14 · last AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs  
[scutsky's solution](#)

**2574.**

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2024-03-03 · last AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[scutsky's solution](#)

**2575.**

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2024-02-26 · last AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings

[scutsky's solution](#)

**2576.**

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices

[scutsky's solution](#)

**2577.**

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2024-02-11 · last AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[scutsky's solution](#)

**2578.**

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2024-01-25 · last AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[scutsky's solution](#)

**2579.**

1416D

[Graph and Queries](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2600 · first AC: 2024-01-21 · last AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[scutsky's solution](#)

**2580.**

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2024-01-19 · last AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures

[scutsky's solution](#)

**2581.**

1217F

[Forced Online Queries Problem](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 2600 · first AC: 2024-01-17 · last AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[scutsky's solution](#)

**2582.**

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2024-01-16 · last AC: 2024-01-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu

[scutsky's solution](#)

**2583.**

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2024-01-08 · last AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures,

string suffix structures, strings, trees

[scutsky's solution](#)

**2584.**

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2023-10-02 · last AC: 2023-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[scutsky's solution](#)

**2585.**

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2023-09-16 · last AC: 2023-09-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[scutsky's solution](#)

**2586.**

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2023-09-05 · last AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[scutsky's solution](#)

**2587.**

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2600 · first AC: 2023-01-17 · last AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[scutsky's solution](#)

**2588.**

2045E

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

Quality: 300 global accepts · Rating: 2700 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures

[scutsky's solution](#)

**2589.**

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2024-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[scutsky's solution](#)

**2590.**

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2700 · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, geometry, trees

[scutsky's solution](#)

**2591.**

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings

[scutsky's solution](#)

**2592.**

444E

[DZY Loves Planting](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2700 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dsu, trees

[scutsky's solution](#)

**2593.**

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2700 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, trees  
[scutsky's solution](#)

**2594.**

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2024-03-05 · last AC: 2024-10-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[scutsky's solution](#)

**2595.**

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graph matchings

[scutsky's solution](#)

**2596.**

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: flows, math

[scutsky's solution](#)

**2597.**

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[scutsky's solution](#)

**2598.**

1514E

[Baby Ehab's Hyper Apartment](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2700 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, graphs, interactive, sortings, two pointers

[scutsky's solution](#)

**2599.**

860E

[Arkady and a Nobody-men](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[scutsky's solution](#)

**2600.**

241B

[Friends](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2700 · first AC: 2024-08-11 · last AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, math

[scutsky's solution](#)

**2601.**

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2700 · first AC: 2024-07-27 · last AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[scutsky's solution](#)

**2602.**

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dsu

[scutsky's solution](#)

**2603.**

1313E

[Concatenation with intersection](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2024-07-15 · last AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures,

hashing, strings, two pointers

[scutsky's solution](#)

**2604.**

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2700 · first AC: 2024-07-08 · last AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory

[scutsky's solution](#)

**2605.**

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, hashing

[scutsky's solution](#)

**2606.**

213E

[Two Permutations](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2700 · first AC: 2024-07-02 · last AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, strings

[scutsky's solution](#)

**2607.**

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2024-07-01 · last AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities, trees

[scutsky's solution](#)

**2608.**

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-04-10 · last AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[scutsky's solution](#)

**2609.**

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2700 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[scutsky's solution](#)

**2610.**

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2024-03-25 · last AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry

[scutsky's solution](#)

**2611.**

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2700 · first AC: 2024-03-10 · last AC: 2024-03-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[scutsky's solution](#)

**2612.**

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,981 global accepts · Rating: 2700 · first AC: 2024-03-09 · last AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees

[scutsky's solution](#)

**2613.**

616F

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

Quality: 723 global accepts · Rating: 2700 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, string suffix structures, strings

[scutsky's solution](#)**2614.**

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, hashing, string suffix structures

[scutsky's solution](#)**2615.**

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2700 · first AC: 2024-02-23 · last AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings

[scutsky's solution](#)**2616.**

575C

[Party](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2700 · first AC: 2024-02-14 · last AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, graph matchings

[scutsky's solution](#)**2617.**

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2024-01-31 · last AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[scutsky's solution](#)**2618.**

878C

[Tournament](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2700 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs

[scutsky's solution](#)**2619.**

713D

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

Quality: 1,360 global accepts · Rating: 2700 · first AC: 2023-10-29 · last AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[scutsky's solution](#)**2620.**

1567F

[One-Four Overload](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2700 · first AC: 2023-10-13 · last AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, implementation

[scutsky's solution](#)**2621.**

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 2700 · first AC: 2023-09-06 · last AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[scutsky's solution](#)**2622.**

2155F

[Juan's Colorful Tree](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, meet-in-the-middle, trees

[scutsky's solution](#)

**2623.**

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, trees

[scutsky's solution](#)

**2624.**

815D

[Karen and Cards](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2024-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, geometry

[scutsky's solution](#)

**2625.**

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[scutsky's solution](#)

**2626.**

1783G

[Weighed Tree Radius](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2800 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[scutsky's solution](#)

**2627.**

1904F

[Beautiful Tree](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[scutsky's solution](#)

**2628.**

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[scutsky's solution](#)

**2629.**

685E

[Travelling Through the Snow Queen's Kingdom](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, graphs

[scutsky's solution](#)

**2630.**

1879F

[Last Man Standing](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2800 · first AC: 2024-10-12 · last AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, number theory

[scutsky's solution](#)

**2631.**

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory, trees

[scutsky's solution](#)

**2632.**

1913F

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

Quality: 544 global accepts · Rating: 2800 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[scutsky's solution](#)

### 2633.

1625E2

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

Quality: 662 global accepts · Rating: 2800 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[scutsky's solution](#)

### 2634.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2800 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[scutsky's solution](#)

### 2635.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2024-08-03 · last AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[scutsky's solution](#)

### 2636.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2800 · first AC: 2024-02-24 · last AC: 2024-07-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[scutsky's solution](#)

### 2637.

319D

[Have You Ever Heard About the Word?](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2800 · first AC: 2024-07-20 · last AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, hashing, string suffix structures, strings

[scutsky's solution](#)

### 2638.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 2800 · first AC: 2024-06-27 · last AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, probabilities

[scutsky's solution](#)

### 2639.

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2024-03-29 · last AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[scutsky's solution](#)

### 2640.

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2024-03-24 · last AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, trees

[scutsky's solution](#)

### 2641.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,310 global accepts · Rating: 2800 · first AC: 2024-03-09 · last AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees

[scutsky's solution](#)

**2642.**

204E

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

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2024-02-26 · last AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers

[scutsky's solution](#)

**2643.**

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2024-01-07 · last AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[scutsky's solution](#)

**2644.**

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2023-10-27 · last AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs

[scutsky's solution](#)

**2645.**

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2023-10-14 · last AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[scutsky's solution](#)

**2646.**

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2023-10-05 · last AC: 2023-10-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[scutsky's solution](#)

**2647.**

19D

[Points](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2800 · first AC: 2023-10-02 · last AC: 2023-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[scutsky's solution](#)

**2648.**

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2900 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[scutsky's solution](#)

**2649.**

932G

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

Quality: 1,182 global accepts · Rating: 2900 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, string suffix structures, strings

[scutsky's solution](#)

**2650.**

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings

[scutsky's solution](#)

**2651.**

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,309 global accepts · Rating: 2900 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[scutsky's solution](#)

**2652.**

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · Tutorial

Quality: 3,614 global accepts · Rating: 2900 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees  
[scutsky's solution](#)

**2653.**

1083C

[Max Mex](#) · Tutorial

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2024-07-26 · last AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees  
[scutsky's solution](#)

**2654.**

19E

[Fairy](#) · Tutorial

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2024-04-20 · last AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu  
[scutsky's solution](#)

**2655.**

17E

[Palisection](#) · Tutorial

Quality: 1,991 global accepts · Rating: 2900 · first AC: 2024-02-29 · last AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: strings  
[scutsky's solution](#)

**2656.**

938G

[Shortest Path Queries](#) · Tutorial

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2024-01-26 · last AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dsu, graphs  
[scutsky's solution](#)

**2657.**

763D

[Timofey and a flat tree](#) · Tutorial

Quality: 646 global accepts · Rating: 2900 · first AC: 2023-11-09 · last AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, hashing, shortest paths, trees  
[scutsky's solution](#)

**2658.**

587F

[Duff is Mad](#) · Tutorial

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2024-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, strings  
[scutsky's solution](#)

**2659.**

1320E

[Treeland and Viruses](#) · Tutorial

Quality: 1,075 global accepts · Rating: 3000 · first AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees  
[scutsky's solution](#)

**2660.**

436F

[Banners](#) · Tutorial

Quality: 459 global accepts · Rating: 3000 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp  
[scutsky's solution](#)

**2661.**

603E

[Pastoral Oddities](#) · Tutorial

Quality: 1,544 global accepts · Rating: 3000 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees  
[scutsky's solution](#)

**2662.**

1797F

[Li Hua and Path](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 3000 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, trees

[scutsky's solution](#)

**2663.**

1824D

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

Quality: 655 global accepts · Rating: 3000 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[scutsky's solution](#)

**2664.**

696E

[...Wait for it...](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 3000 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, trees

[scutsky's solution](#)

**2665.**

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2024-07-28 · last AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[scutsky's solution](#)

**2666.**

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 3000 · first AC: 2024-06-27 · last AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[scutsky's solution](#)

**2667.**

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2024-02-27 · last AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[scutsky's solution](#)

**2668.**

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2024-02-20 · last AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees

[scutsky's solution](#)

**2669.**

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 3000 · first AC: 2024-02-10 · last AC: 2024-02-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths

[scutsky's solution](#)

**2670.**

407E

[k-d-sequence](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 3100 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[scutsky's solution](#)

**2671.**

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[scutsky's solution](#)

**2672.**

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[scutsky's solution](#)

**2673.**

960H

[Santa's Gift](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 3100 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[scutsky's solution](#)

**2674.**

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2024-04-02 · last AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: flows, greedy

[scutsky's solution](#)

**2675.**

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2024-03-06 · last AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dsu, trees

[scutsky's solution](#)

**2676.**

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2024-02-24 · last AC: 2024-02-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures

[scutsky's solution](#)

**2677.**

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2023-11-14 · last AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[scutsky's solution](#)

**2678.**

587D

[Duff in Mafia](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2023-10-13 · last AC: 2023-10-13 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, binary search

[scutsky's solution](#)

**2679.**

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[scutsky's solution](#)

**2680.**

786E

[ALT](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 3200 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows, graphs, trees

[scutsky's solution](#)

**2681.**

1286E

[Fedya the Potter Strikes Back](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[scutsky's solution](#)

**2682.**

1109F

[Sasha and Algorithm of Silence's Sounds](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: 3200 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[scutsky's solution](#)

**2683.**

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2024-09-16 · last AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, strings

[scutsky's solution](#)

**2684.**

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2024-02-25 · last AC: 2024-02-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures

[scutsky's solution](#)

**2685.**

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[scutsky's solution](#)

**2686.**

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2024-08-04 · last AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures, strings

[scutsky's solution](#)

**2687.**

1483F

[Exam](#) · [Tutorial](#)

Rating: 3400 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, string suffix structures, trees

[scutsky's solution](#)

**2688.**

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 3500 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[scutsky's solution](#)

**2689.**

2227F

[It Just Keeps Going Sideways](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: — · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, math

[scutsky's solution](#)

**2690.**

106161D

[Deductive Snooker Scoring](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[scutsky's solution](#)

**2691.**

106161C

[Crossing River](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[scutsky's solution](#)

**2692.**

106161B

[Blood Memories](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2693.**

106161L

[Label Matching](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2694.**

106161J

[Judging Papers](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2695.**

106161G

[GCD of Subsets](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2696.**

105924L

[ojTutorial](#)

Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2697.**

105924B

[Nictorial](#)

Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2698.**

105924E

[h NtBriel](#)

Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2699.**

105924H

[s Vÿ--TutorAyü](#)

Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2700.**

105924A

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Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2701.**

105924K

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Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2702.**

105924F

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Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2703.**

105924I

[sVý--TutBIV](#)

Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2704.**

105924G

[Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2705.**

103861E

[Prof. Pang and Poker](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2706.**

103861J

[Elden Ring](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2707.**

103861B

[Beautiful String](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2708.**

103861L

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2709.**

103861I

[Future Coder](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2710.**

103861A

[DFS Order](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2711.**

104172F

[Sum of Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2712.**

104172C

[Painting Grid](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2713.**

104172L

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

Rating: — · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2714.**

104172B

[Big Picture](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2715.**

104172E

[Goose, Goose, DUCK?](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2716.**

104172K

[Maximum GCD](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2717.**

104172H

[Another Goose Goose Duck Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2718.**

104172A

[TreeScript](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2719.**

105231B

[Magic Leeks](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2720.**

105231I

[Neuvillette Circling](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2721.**

105231L

[Campus](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2722.**

105231D

[Magic LCM](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2723.**

105231H

[Convolution](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2724.**

105231J

[Magic Mahjong](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2725.**

105231K

[Magic Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2726.**

105231G

[Multiples of 5](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2727.**

105231A

[Maliang Learning Painting](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2728.**

105231C

[Liar](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2729.**

103860G

[Integer Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2730.**

103860J

[jfw.harie.edu](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2731.**

103860L

[Paid Leave](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2732.**

103860F

[Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2733.**

103860A

[Mash](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2734.**

105578G

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

Rating: — · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2735.**

105578M

[Obliviate, Then Reincarnate](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2736.**

105578E

[Light Up the Grid](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2737.**

105578D

[Dot Product Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2738.**

105578J

[Make Them Believe](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2739.**

105481M

[vöv00E](#)

Rating: — · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2740.**

105481K

[Siti#7Ea](#)

Rating: — · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2741.**

105481G

[~Tupëàl](#)

Rating: — · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2742.**

105481D

[y7uSäš0](#)

Rating: — · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2743.**

105481E

[OÄtoçE™](#)

Rating: — · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2744.**

105481L

[ÿTUNKa N`](#)

Rating: — · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2745.**

105481C

[cÖctN2ET](#)

Rating: — · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2746.**

105481A

[r1NtPWQx](#)

Rating: — · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2747.**

105481J

[~Oupin](#)

Rating: — · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[scutsky's solution](#)

**2748.**

105481B

[kôronig/](#)

Rating: — · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[scutsky's solution](#)

**2749.**

105487I

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

Rating: — · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[scutsky's solution](#)

**2750.**

105487K

[Xiao Kai's Dream of Provincial Scholarship](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[scutsky's solution](#)

**2751.**

105487F

[Perfect Square](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[scutsky's solution](#)

**2752.**

105487B

[Aho-Corasick Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[scutsky's solution](#)

**2753.**

105487E

[Centroid Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[scutsky's solution](#)

**2754.**

105487G

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

Rating: — · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[scutsky's solution](#)

**2755.**

105487L

[Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[scutsky's solution](#)

**2756.**

105487M

[Covering a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[scutsky's solution](#)

**2757.**

105487H

[Square Root](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[scutsky's solution](#)

**2758.**

105487C

[CCPC](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2759.**

105487A

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2760.**

104160I

[Quartz Collection](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2761.**

104825B

[\L.vj.vohE](#)

Rating: — · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2762.**

104825I

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Rating: — · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2763.**

104825L

[Equation](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2764.**

104825E

[MyGO!!!!](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2765.**

104825D

[\L.vj.vohE](#)

Rating: — · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2766.**

104825J

[pass](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2767.**

104825H

[LCA Determinant](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2768.**

104825C

[\L.vj.vohE](#)

Rating: — · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2769.**

104825M

[\Hv. Jöge](#)

Rating: — · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2770.**

104825G

[War](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2771.**

104825K

[str-UR](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2772.**

104825A

[RMW](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2773.**

104160H

[P-P-Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2774.**

104160F

[Half Mixed](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2775.**

104160L

[Tavern Chess](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2776.**

104160C

[Clamped Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2777.**

104160D

[DRX vs. T1](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2778.**

104076L

[Tree Distance](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · last AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2779.**

105158D

[YyNkô](#)

Rating: — · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2780.**

105158A

[Once In My Life · Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2781.**

105158C

[N-NCuÅN\\_%o•bSkÔ•\[](#)

Rating: — · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2782.**

105158H

[-•gubrial](#)

Rating: — · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2783.**

105158L

[Toxel N PCPC-III Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2784.**

105158K

[h Ntōrial](#)

Rating: — · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2785.**

105158B

[bk-Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2786.**

105158J

[c'R'Ntēp](#)

Rating: — · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2787.**

105158M

[g ēHtēlō](#)

Rating: — · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2788.**

105158F

[OtyÅW\(&N2](#)

Rating: — · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2789.**

104076C

[DFS Order 2 · Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2790.**

104076G

[Quick Sort · Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2791.**

104076A

[Tower](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2792.**

104076D

[Frozen Scoreboard](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2793.**

104076E

[Identical Parity](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2794.**

104076M

[Best Carry Player](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2795.**

104076K

[Stack Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2796.**

103409K

[Tax](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2797.**

103409J

[Suffix Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2798.**

103409E

[Buy and Delete](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2799.**

103409D

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

Rating: — · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2800.**

103409G

[Occupy the Cities](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2801.**

103409I

[PTSD](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2802.**

103409A

[A Hero Named Magnus](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2803.**

103119I

[Nim Cheater](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2804.**

103119G

[Game on Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · last AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2805.**

103119J

[Jewel Grab](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2806.**

103119E

[Mountain](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2807.**

103119C

[Club Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2808.**

103119F

[Fixing Networks](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2809.**

103119A

[Accelerator](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2810.**

103119D

[Artifacts](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2811.**

103119L

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

Rating: — · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2812.**

104373I

[LCS Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**2813.**

104373E

[Pass the Ball!](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2814.**

104373F

[Sandpile on Clique](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2815.**

104373C

[Laser Trap](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2816.**

104373K

[Link-Cut Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**2817.**

104373A

[So I'll Max Out My Constructive Algorithm Skills](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2818.**

105459J

[New Energy Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**2819.**

105459K

[Farm Management](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2820.**

105459C

[Giving Directions in Harbin](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2821.**

105459G

[Welcome to Join the Online Meeting!](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2822.**

105459M

[Weird Ceiling](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**2823.**

103931B

[Bracket Query](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**2824.**

103931J

[Just Some Bad Memory](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**2825.**

103931C

[Coffee Overdose](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**2826.**

103931L

[Last Warning of the Competition Finance Officer](#) · [Tutorial](#)

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

**2827.**

103931I

[It Takes Two of Two](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**2828.**

103931A

[Another A+B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**2829.**

103931M

[My University Is Better Than Yours](#) · [Tutorial](#)

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

**2830.**

103931E

[Expenditure Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**2831.**

103931H

[Heirloom Painting](#) · [Tutorial](#)

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

**2832.**

103931G

[Gua!](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**2833.**

103931N

[Nine Is Greater Than Ten](#) · [Tutorial](#)

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

**2834.**

103428E

[CHASE!](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**2835.**

103428I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2836.**

103428H

[city safety](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2837.**

103428F

[Stone](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2838.**

103428G

[Shinyruo and KFC](#) · [Tutorial](#)

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[scutsky's solution](#)

**2839.**

103428M

[810975](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**2840.**

103428D

[Period](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2841.**

103428J

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Rating: — · first AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2842.**

103428A

[Goodbye, Ziyin!](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2843.**

104128K

[NaN in a Heap](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2844.**

104128J

[Perfect Matching](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2845.**

104128E

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2846.**

104128B

[Ropeway](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2847.**

104128A

[Stop, Yesterday Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2848.**

104128M

[Drain the Water Tank](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2849.**

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2850.**

104128G

[Inscryption](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2851.**

104128I

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

Rating: — · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2852.**

104023I

[Dragon Bloodline](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · last AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2853.**

104768J

[The Phantom Menace](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · last AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[scutsky's solution](#)

**2854.**

104023K

[IWanna Maker](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · last AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2855.**

104023D

[Sternhalma](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2856.**

104023C

[Grass](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2857.**

104023J

[Eat, Sleep, Repeat](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2858.**

104023G

[Grade 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2859.**

104023A

[Dunai](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2860.**

104023E

[Python Will be Faster than C++](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2861.**

105358C

[Prefix of Suffixes](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-24 · last AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2862.**

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: \*special, data structures, dfs and similar, divide and conquer, trees  
[scutsky's solution](#)

**2863.**

104857D

[Balanced Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2864.**

104857I

[Linguistics Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2865.**

104008J

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

Rating: — · first AC: 2024-10-04 · last AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2866.**

104008L

[Largest Unique Wins](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2867.**

104008E

[Draw a triangle](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2868.**

104008C

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

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2869.**

104008M

[Youth Finale](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2870.**

104008A

[Lily](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2871.**

104976H

[Sugar Sweet II](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2872.**

104976F

[Top Cluster](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2873.**

104976G

[Snake Move](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2874.**

104976J

[Mysterious Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**2875.**

104976M

[V-Diagram](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2876.**

104976D

[Operator Precedence](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2877.**

105386L

[Trails](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2878.**

105386J

[The Quest for El Dorado](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2879.**

105386M

[Italian Cuisine](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2880.**

105386E

[Relearn through Review](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2881.**

105386A

[Two-star Contest](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2882.**

105386I

[Left Shifting 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2883.**

105386G

[Be Positive](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2884.**

105386B

[Gold Medal](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2885.**

105385M

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

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2886.**

105385D

[Hero of the Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2887.**

105385J

[Colorful Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2888.**

105385C

[Colorful Segments 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2889.**

105385F

[Divide the Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2890.**

105385K

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2891.**

105385A

[Printer](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2892.**

105385I

[Left Shifting](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2893.**

104891E

[Inverse Topological Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2894.**

104891D

[Graph of Maximum Degree 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2895.**

104891H

[Random Tree Parking](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2896.**

104891I

[Refresher into Midas](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2897.**

104891J

[Teleportation](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2898.**

104891A

[\(-1,1\)-Sumplete](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2899.**

104901B

[Graph Partitioning 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2900.**

104901M

[Almost Convex](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2901.**

104901K

[Rainbow Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2902.**

104901E

[I Just Want... One More...](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2903.**

104901G

[Gifts from Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2904.**

104901I

[Strange Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2905.**

104901D

[Largest Digit](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2906.**

104869D

[Dark LaTeX vs. Light LaTeX](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2907.**

104869K

[Maximum Rating](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2908.**

104869J

[Graft and Transplant](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2909.**

104869C

[Swiss Stage](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2910.**

104821M

[Trapping Rain Water](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2911.**

104821L

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2912.**

104821A

[Cool, It's Yesterday Four Times More](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2913.**

104821C

[Primitive Root](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2914.**

104821G

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2915.**

104821F

[Equivalent Rewriting](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2916.**

104821I

[Counter](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2917.**

105336F

[S \(Put Ball\)](#)

Rating: — · first AC: 2024-09-10 · last AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2918.**

105184F

[3 Split](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-07 · last AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2919.**

104768K

[Randias Permutation Task](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2920.**

104768B

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2921.**

104768I

[Barkley II](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2922.**

104768C

[Master of Both IV](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2923.**

104768G

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

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2924.**

104768M

[Flipping Cards](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2925.**

104787C

[Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2926.**

104787F

[Mystery of Prime](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2927.**

104787D

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

Rating: — · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2928.**

104787J

[Keyi Likes Reading](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2929.**

104787G

[Path](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2930.**

104787A

[Make SYSU Great Again I](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2931.**

104813C

[Karshilov's Matching Problem II](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-03 · last AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2932.**

396A

[On Number of Decompositions into Multipliers](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: — · first AC: 2024-07-09 · last AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory  
[scutsky's solution](#)

**2933.**

104813D

[A Simple MST Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

### 2934.

104813B

[Memory](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[scutsky's solution](#)

### 2935.

103118K

[Piggy Calculator](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-01 · last AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[scutsky's solution](#)

### 2936.

396C

[On Changing Tree](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: — · first AC: 2024-06-30 · last AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, trees

[scutsky's solution](#)

### 2937.

105229G

[Clean EV](#) ^

Rating: — · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[scutsky's solution](#)

### 2938.

105229F

[Tetris](#)

Rating: — · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[scutsky's solution](#)

### 2939.

105229D

[Tetris](#)

Rating: — · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[scutsky's solution](#)

### 2940.

105229L

[Tetris](#)

Rating: — · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[scutsky's solution](#)

### 2941.

105229K

[Tetris](#)

Rating: — · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[scutsky's solution](#)

### 2942.

105229A

[Tetris](#)

Rating: — · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[scutsky's solution](#)

### 2943.

105229J

[Tetris](#)

Rating: — · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[scutsky's solution](#)

### 2944.

105229E

[Tetris](#)

Rating: — · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[scutsky's solution](#)

**2945.**

105184D

[CCPC](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2946.**

105184H

[Missing Iris](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2947.**

105184B

[Sequence II](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2948.**

105184E

[Breakfast II](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2949.**

105184G

[Bracelet](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2950.**

105184C

[Goose Goose Duck](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2951.**

105184J

[Iris' Food](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2952.**

105184I

[Subnet](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2953.**

105184A

[Update](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2954.**

105184K

[Welcome](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2955.**

103115A

[chino with string](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2956.**

103115C

[chino with minimum](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2957.**

103115I

[chino with mates](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2958.**

103115H

[cocktail with pony](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2959.**

103115D

[cocktail with swap](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2960.**

103115J

[do NOT  \$a=2b\$](#)  · [Tutorial](#)

Rating: — · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2961.**

103115F

[chino with ball](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2962.**

103115G

[cocktail with snake](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2963.**

103115E

[is the order a rabbit ??](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2964.**

103115B

[cocktail with hearthstone](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2965.**

103115K

[chino with c language](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2966.**

104354I

[epkceab](#)

Rating: — · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2967.**

104354C

[Toxel N](#) [Fugapu b Vh](#)

Rating: — · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2968.**

104354K

[c'R](#) [N](#) [ep](#)

Rating: — · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2969.**

104354G

[Toxel N](#) [TW](#) [B](#);

Rating: — · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2970.**

104354E

[we](#) [5](#) [rb](#)

Rating: — · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2971.**

104354B

[Art for Rest](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2972.**

104354H

[Travel Begins](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2973.**

104354F

[Art for Last](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2974.**

104354A

[\](#) [Asm](#) [BI](#) [SW](#)

Rating: — · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[scutsky's solution](#)

**2975.**

103688G

[Chevonne's Necklace](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2976.**

103688E

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

Rating: — · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2977.**

103688L

[Let's Swap](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2978.**

103688C

[Tree Division](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2979.**

103688H

[Kanbun](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2980.**

103688A

[Bookshelf Filling](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2981.**

103688F

[342 and Xiangqi](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2982.**

103688I

[Equal Sum Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2983.**

104459I

[Connected Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2984.**

104459G

[Heap](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2985.**

104459K

[Happy Equation](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2986.**

104459E

[BaoBao Loves Reading](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2987.**

104459C

[Tokens on the Segments](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2988.**

104459L

[Flipping Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2989.**

104459B

[Median](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2990.**

104459F

[Game on a Graph](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2991.**

104459H

[Wandering Robot](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2992.**

104459D

[Stones in the Bucket](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2993.**

104459M

[Calandar](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2994.**

104459A

[Sekiro](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2995.**

103687J

[Frog](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
[scutsky's solution](#)

**2996.**

103687F

[Easy Fix](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2997.**

103687M

[BpbBppbpBB](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2998.**

103687I

[Barbecue](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**2999.**

103687G

[Easy Glide](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**3000.**

103687L

[Candy Machine](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**3001.**

103687A

[JB Loves Math](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**3002.**

103687C

[JB Wants to Earn Big Money](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**3003.**

103687B

[JB Loves Comma](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**3004.**

104461G

[Yet Another Game of Stones](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**3005.**

104461F

[Heap Partition](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**3006.**

104461E

[Seven Segment Display](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**3007.**

104461D

[Let's Chat](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**3008.**

104461C

[What Kind of Friends Are You?](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**3009.**

104461B

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

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**3010.**

104461A

[Cooking Competition](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**3011.**

104417J

[Not Another Path Query Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**3012.**

103118M

[Matrix Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**3013.**

103118F

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**3014.**

103118B

[Build Roads](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**3015.**

103118C

[Cat Virus](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**3016.**

103118D

[Dyson Box](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**3017.**

103118H

[Adventurer's Guild](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**3018.**

103118G

[Grade Point Average](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**3019.**

103389J

[g YgC rizE -Æ](#)

Rating: — · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**3020.**

103389F

[WVps1•](#)

Rating: — · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**3021.**

103389C

[•Pufal—](#)

Rating: — · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**3022.**

103389B

[e-Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**3023.**

103389I

[S-Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**3024.**

103389D

[O-Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**3025.**

103389A

[Q-Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**3026.**

103389G

[3G-Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**3027.**

103389K

[T-Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[scutsky's solution](#)

**3028.**

104857C

[Cyclic Substrings](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: —  
[scutsky's solution](#)

**3029.**

102992M

[Monster Hunter](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · last AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
[scutsky's solution](#)

**3030.**

103117F

[Direction Setting](#) · [Tutorial](#)

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

**3031.**

103117E

[Don't Really Like How The Story Ends](#) · [Tutorial](#)

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

**3032.**

103117C

[Ants](#) · [Tutorial](#)

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

**3033.**

103117L

[Spicy Restaurant](#) · [Tutorial](#)

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

**3034.**

103117H

[Nihongo wa Muzukashii Desu](#) · [Tutorial](#)

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

**3035.**

103117D

[Rock Paper Scissors](#) · [Tutorial](#)

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

**3036.**

103117B

[Hotpot](#) · [Tutorial](#)

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

**3037.**

103117M

[True Story](#) · [Tutorial](#)

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

**3038.**

103117K

[K-skip Permutation](#) · [Tutorial](#)

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

**3039.**

103117A

[Chuanpai](#) · [Tutorial](#)

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

**3040.**

103446B

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

Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[scutsky's solution](#)

**3041.**

103446M

[Harmony in Harmony](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[scutsky's solution](#)

**3042.**

103446H

[Life is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[scutsky's solution](#)

**3043.**

103446I

[Steadily Growing Steam](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[scutsky's solution](#)

**3044.**

103446G

[Edge Groups](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[scutsky's solution](#)

**3045.**

103446D

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

Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[scutsky's solution](#)

**3046.**

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[scutsky's solution](#)

**3047.**

104090G

[Subgraph Isomorphism](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · last AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[scutsky's solution](#)

**3048.**

104090A

[Modulo Ruins the Legend](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[scutsky's solution](#)

**3049.**

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[scutsky's solution](#)

**3050.**

104090K

[Master of Both](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[scutsky's solution](#)

**3051.**

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[scutsky's solution](#)

**3052.**

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[scutsky's solution](#)

**3053.**

104081L

[Irrigational](#)

Rating: — · first AC: 2023-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —  
[scutsky's solution](#)

**3054.**

104081K

[S:FOICE](#)

Rating: — · first AC: 2023-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —  
[scutsky's solution](#)

**3055.**

104081H

[DennyNKéÅ](#)

Rating: — · first AC: 2023-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[scutsky's solution](#)

**3056.**

104081I

[Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[scutsky's solution](#)

**3057.**

104081G

[TubSSa](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[scutsky's solution](#)

**3058.**

104081E

[w%eal](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[scutsky's solution](#)

**3059.**

104081A

[QIerjR](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[scutsky's solution](#)

**3060.**

104081C

[mKijfial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[scutsky's solution](#)

**3061.**

102394L

[LRU Algorithm · Tutorial](#)

Rating: — · first AC: 2023-11-12 · last AC: 2023-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[scutsky's solution](#)

**3062.**

102394K

[Keeping Rabbits · Tutorial](#)

Rating: — · first AC: 2023-11-12 · last AC: 2023-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[scutsky's solution](#)

**3063.**

104065E

[Hammer to Fall · Tutorial](#)

Rating: — · first AC: 2023-11-11 · last AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[scutsky's solution](#)

**3064.**

104065M

[Rock-Paper-Scissors Pyramid · Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[scutsky's solution](#)

**3065.**

104065H

[Life is Hard and Undecidable, but... · Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[scutsky's solution](#)



**3077.**

104725G

[Puzzle: Sashigane](#)

Rating: — · first AC: 2023-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[scutsky's solution](#)

**3078.**

104725F

[Puzzle: Sashigane](#)

Rating: — · first AC: 2023-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[scutsky's solution](#)

**3079.**

104725A

[Puzzle: Sashigane](#)

Rating: — · first AC: 2023-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[scutsky's solution](#)

**3080.**

104725L

[Puzzle: Sashigane](#)

Rating: — · first AC: 2023-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[scutsky's solution](#)

**3081.**

104725K

[RSP · Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[scutsky's solution](#)

**3082.**

104417B

[Building Company · Tutorial](#)

Rating: — · first AC: 2023-10-12 · last AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[scutsky's solution](#)

**3083.**

104417M

[Computational Geometry · Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[scutsky's solution](#)

**3084.**

104417L

[Puzzle: Sashigane · Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[scutsky's solution](#)

**3085.**

104417E

[Math Problem · Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[scutsky's solution](#)

**3086.**

104417D

[Fast and Fat · Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[scutsky's solution](#)

**3087.**

104417G

[Matching · Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[scutsky's solution](#)

**3088.**

104417I

[Three Dice](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[scutsky's solution](#)

**3089.**

104417A

[Orders](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[scutsky's solution](#)

**3090.**

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · last AC: 2023-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —  
[scutsky's solution](#)

**3091.**

104369E

[New but Nostalgic Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++17 (GCC 9-64) (first AC) · Tags: —  
[scutsky's solution](#)

**3092.**

104369K

[Peg Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++17 (GCC 9-64) (first AC) · Tags: —  
[scutsky's solution](#)

**3093.**

104369D

[New Houses](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++17 (GCC 9-64) (first AC) · Tags: —  
[scutsky's solution](#)

**3094.**

104369I

[Path Planning](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++17 (GCC 9-64) (first AC) · Tags: —  
[scutsky's solution](#)

**3095.**

104369C

[Trading](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++17 (GCC 9-64) (first AC) · Tags: —  
[scutsky's solution](#)

**3096.**

104369A

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

Rating: — · first AC: 2023-09-15 · C++17 (GCC 9-64) (first AC) · Tags: —  
[scutsky's solution](#)

**3097.**

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[scutsky's solution](#)

**3098.**

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[scutsky's solution](#)

**3099.**

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[scutsky's solution](#)

**3100.**

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[scutsky's solution](#)

**3101.**

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[scutsky's solution](#)

**3102.**

104077A

[Bridge](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[scutsky's solution](#)

**3103.**

104077B

[Cells Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[scutsky's solution](#)

**3104.**

104077L

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[scutsky's solution](#)

**3105.**

104077E

[Find Maximum](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[scutsky's solution](#)

**3106.**

104077G

[Perfect Word](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[scutsky's solution](#)

**3107.**

104077F

[Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[scutsky's solution](#)

**3108.**

104077C

[Clone Ranran](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[scutsky's solution](#)

**3109.**

104077J

[Strange Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[scutsky's solution](#)

### 3110.

104322M

#### [Not a Circle](#)

Rating: — · first AC: 2023-05-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[scutsky's solution](#)

### 3111.

103366G

#### [Magic Number Group](#) · Tutorial

Rating: — · first AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[scutsky's solution](#)

### 3112.

102470J

#### [Stammering Aliens](#) · Tutorial

Rating: — · first AC: 2023-04-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[scutsky's solution](#)

### 3113.

1812J

#### [Unmysterious Language](#) · Tutorial

Quality: 6,291 global accepts · Rating: — · first AC: 2023-04-02 · Mysterious Language (first AC) · Tags: \*special, constructive algorithms, strings

[scutsky's solution](#)

### 3114.

1812B

#### [Was it Rated?](#) · Tutorial

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: \*special, brute force, implementation

[scutsky's solution](#)

### 3115.

1812A

#### [Are You a Robot?](#) · Tutorial

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: \*special, expression parsing, strings

[scutsky's solution](#)