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1891A

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1805B

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1821A

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1722A

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77.

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1793A

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1788A

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82.

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83.

959A

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84.

1786A2

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85.

1786A1

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86.

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88.

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89.

1719A

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90.

1778A

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92.

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1736A

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95.

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1792A

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97.

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1658B

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99.

1642A

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100.

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101.

1775A1

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

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[sg78276397's solution](#)

102.

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[sg78276397's solution](#)

103.

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,669 global accepts · Rating: 800 · first AC: 2023-01-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[sg78276397's solution](#)

104.

1762A

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

Quality: 20,589 global accepts · Rating: 800 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[sg78276397's solution](#)

105.

1773F

[Football](#) · [Tutorial](#)

Quality: 4,782 global accepts · Rating: 800 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[sg78276397's solution](#)

106.

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[sg78276397's solution](#)

107.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,456 global accepts · Rating: 800 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[sg78276397's solution](#)

108.

1758A

[SSeeeiinnngg DDoouubbllee](#) · [Tutorial](#)

Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[sg78276397's solution](#)

109.

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,826 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[sg78276397's solution](#)

110.

1760B

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

Quality: 53,350 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[sg78276397's solution](#)

111.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,952 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[sg78276397's solution](#)

112.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,643 global accepts · Rating: 800 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[sg78276397's solution](#)

113.

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,637 global accepts · Rating: 800 · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[sg78276397's solution](#)

114.

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,667 global accepts · Rating: 800 · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[sg78276397's solution](#)

115.

1369A

[FashionabLee](#) · [Tutorial](#)

Quality: 39,125 global accepts · Rating: 800 · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[sg78276397's solution](#)

116.

1312A

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

Quality: 27,543 global accepts · Rating: 800 · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, number theory

[sg78276397's solution](#)

117.

1622A

[Construct a Rectangle](#) · [Tutorial](#)

Quality: 32,036 global accepts · Rating: 800 · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[sg78276397's solution](#)

118.

1748A

[The Ultimate Square](#) · [Tutorial](#)

Quality: 25,315 global accepts · Rating: 800 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[sg78276397's solution](#)

119.

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,107 global accepts · Rating: 800 · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[sg78276397's solution](#)

120.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,340 global accepts · Rating: 800 · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[sg78276397's solution](#)

121.

1750B

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

Quality: 16,816 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[sg78276397's solution](#)

122.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[sg78276397's solution](#)

123.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,486 global accepts · Rating: 800 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[sg78276397's solution](#)

124.

1740B

[Jumbo Extra Cheese 2](#) · [Tutorial](#)

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, sortings

[sg78276397's solution](#)

125.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,161 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[sg78276397's solution](#)

126.

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[sg78276397's solution](#)

127.

1754A

[Technical Support](#) · [Tutorial](#)

Quality: 24,869 global accepts · Rating: 800 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[sg78276397's solution](#)

128.

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,304 global accepts · Rating: 800 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[sg78276397's solution](#)

129.

1743B

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

Quality: 23,194 global accepts · Rating: 800 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[sg78276397's solution](#)

130.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,547 global accepts · Rating: 800 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, implementation, math
[sg78276397's solution](#)

131.

1744B

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

Quality: 24,899 global accepts · Rating: 800 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[sg78276397's solution](#)

132.

1744A

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

Quality: 28,779 global accepts · Rating: 800 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[sg78276397's solution](#)

133.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers
[sg78276397's solution](#)

134.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[sg78276397's solution](#)

135.

1717A

[Madoka and Strange Thoughts](#) · [Tutorial](#)

Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[sg78276397's solution](#)

136.

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[sg78276397's solution](#)

137.

1647A

[Madoka and Math Dad](#) · [Tutorial](#)

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[sg78276397's solution](#)

138.

1646B

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

Quality: 22,680 global accepts · Rating: 800 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings, two pointers
[sg78276397's solution](#)

139.

1646A

[Square Counting](#) · [Tutorial](#)

Quality: 25,390 global accepts · Rating: 800 · first AC: 2022-03-11 · GNU C11 (first AC) · Tags: math

[sg78276397's solution](#)

140.

2149C

[MEX rose](#) · [Tutorial](#)

Quality: 28,150 global accepts · Rating: 900 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[sg78276397's solution](#)

141.

1954A

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

Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[sg78276397's solution](#)

142.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[sg78276397's solution](#)

143.

1918B

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

Quality: 27,026 global accepts · Rating: 900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[sg78276397's solution](#)

144.

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,605 global accepts · Rating: 900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[sg78276397's solution](#)

145.

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,714 global accepts · Rating: 900 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: math

[sg78276397's solution](#)

146.

1872B

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

Quality: 30,503 global accepts · Rating: 900 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[sg78276397's solution](#)

147.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,707 global accepts · Rating: 900 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math

[sg78276397's solution](#)

148.

1828B

[Permutation Swap](#) · [Tutorial](#)

Quality: 39,326 global accepts · Rating: 900 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[sg78276397's solution](#)

149.

1837B

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

Quality: 50,123 global accepts · Rating: 900 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[sg78276397's solution](#)

150.

1833B

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

Quality: 29,623 global accepts · Rating: 900 · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[sg78276397's solution](#)

151.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 900 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings
[sg78276397's solution](#)

152.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,615 global accepts · Rating: 900 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[sg78276397's solution](#)

153.

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,892 global accepts · Rating: 900 · first AC: 2023-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[sg78276397's solution](#)

154.

1720A

[Burenka Plays with Fractions](#) · [Tutorial](#)

Quality: 24,367 global accepts · Rating: 900 · first AC: 2023-03-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[sg78276397's solution](#)

155.

1779B

[MKnez's ConstructiveForces Task](#) · [Tutorial](#)

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-02-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[sg78276397's solution](#)

156.

1771A

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

Quality: 25,303 global accepts · Rating: 900 · first AC: 2023-02-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings
[sg78276397's solution](#)

157.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy
[sg78276397's solution](#)

158.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,692 global accepts · Rating: 900 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: games
[sg78276397's solution](#)

159.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 900 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[sg78276397's solution](#)

160.

1775A2

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

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[sg78276397's solution](#)

161.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,636 global accepts · Rating: 900 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[sg78276397's solution](#)

162.

1764B

[Doremy's Perfect Math Class](#) · [Tutorial](#)

Quality: 17,932 global accepts · Rating: 900 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[sg78276397's solution](#)

163.

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,894 global accepts · Rating: 900 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[sg78276397's solution](#)

164.

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,097 global accepts · Rating: 900 · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[sg78276397's solution](#)

165.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,958 global accepts · Rating: 900 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[sg78276397's solution](#)

166.

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,266 global accepts · Rating: 900 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
[sg78276397's solution](#)

167.

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,584 global accepts · Rating: 900 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[sg78276397's solution](#)

168.

1609A

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

Quality: 18,896 global accepts · Rating: 900 · first AC: 2021-11-28 · GNU C11 (first AC) · Tags: greedy, implementation, math, number theory
[sg78276397's solution](#)

169.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,269 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[sg78276397's solution](#)

170.

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1000 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation
[sg78276397's solution](#)

171.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,823 global accepts · Rating: 1000 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[sg78276397's solution](#)

172.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[sg78276397's solution](#)

173.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,992 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[sg78276397's solution](#)

174.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[sg78276397's solution](#)

175.

1969B

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

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[sg78276397's solution](#)

176.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[sg78276397's solution](#)

177.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,915 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[sg78276397's solution](#)

178.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,281 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: strings

[sg78276397's solution](#)

179.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[sg78276397's solution](#)

180.

1861B

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

Quality: 24,007 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[sg78276397's solution](#)

181.

1844B

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

Quality: 20,249 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[sg78276397's solution](#)

182.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[sg78276397's solution](#)

183.

1841B

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

Quality: 24,093 global accepts · Rating: 1000 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[sg78276397's solution](#)

184.

1837C

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

Quality: 24,578 global accepts · Rating: 1000 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[sg78276397's solution](#)

185.

1816B

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

Quality: 16,691 global accepts · Rating: 1000 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[sg78276397's solution](#)

186.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation
[sg78276397's solution](#)

187.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[sg78276397's solution](#)

188.

1802B

[Settlement of Guinea Pigs](#) · [Tutorial](#)

Quality: 14,635 global accepts · Rating: 1000 · first AC: 2023-03-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[sg78276397's solution](#)

189.

1796B

[Asterisk-Minor Template](#) · [Tutorial](#)

Quality: 18,315 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[sg78276397's solution](#)

190.

1786C

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

Rating: 1000 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[sg78276397's solution](#)

191.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,280 global accepts · Rating: 1000 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings
[sg78276397's solution](#)

192.

1790C

[Permutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[sg78276397's solution](#)

193.

1782B

[Going to the Cinema](#) · [Tutorial](#)

Quality: 1000 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[sg78276397's solution](#)

194.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,901 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[sg78276397's solution](#)

195.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,822 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[sg78276397's solution](#)

196.

1760D

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

Quality: 27,018 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[sg78276397's solution](#)

197.

1761B

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

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[sg78276397's solution](#)

198.

1620B

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

Quality: 31,485 global accepts · Rating: 1000 · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[sg78276397's solution](#)

199.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,542 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[sg78276397's solution](#)

200.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,112 global accepts · Rating: 1000 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[sg78276397's solution](#)

201.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,617 global accepts · Rating: 1000 · first AC: 2022-08-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[sg78276397's solution](#)

202.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 17,003 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[sg78276397's solution](#)

203.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[sg78276397's solution](#)

204.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
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205.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,956 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[sg78276397's solution](#)

206.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[sg78276397's solution](#)

207.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[sg78276397's solution](#)

208.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
[sg78276397's solution](#)

209.

1921D

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

Quality: 24,280 global accepts · Rating: 1100 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers
[sg78276397's solution](#)

210.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings
[sg78276397's solution](#)

211.

1917B

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

Quality: 36,367 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings
[sg78276397's solution](#)

212.

1905B

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

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, trees
[sg78276397's solution](#)

213.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,952 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[sg78276397's solution](#)

214.

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
[sg78276397's solution](#)

215.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,883 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers
[sg78276397's solution](#)

216.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,030 global accepts · Rating: 1100 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings
[sg78276397's solution](#)

217.

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
[sg78276397's solution](#)

218.

1872C

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

Quality: 26,391 global accepts · Rating: 1100 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[sg78276397's solution](#)

219.

1842B

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

Quality: 25,549 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[sg78276397's solution](#)

220.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,269 global accepts · Rating: 1100 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[sg78276397's solution](#)

221.

1828C

[Counting Orders](#) · [Tutorial](#)

Rating: 1100 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, sortings
[sg78276397's solution](#)

222.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,507 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings, two pointers
[sg78276397's solution](#)

223.

1826B

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

Quality: 28,177 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[sg78276397's solution](#)

224.

1821B

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

Quality: 28,343 global accepts · Rating: 1100 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[sg78276397's solution](#)

225.

1820B

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

Quality: 23,018 global accepts · Rating: 1100 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: math, strings, two pointers

[sg78276397's solution](#)

226.

1722D

[Line](#) · [Tutorial](#)

Quality: 26,564 global accepts · Rating: 1100 · first AC: 2023-03-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[sg78276397's solution](#)

227.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,097 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[sg78276397's solution](#)

228.

1788B

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

Quality: 22,359 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[sg78276397's solution](#)

229.

1382B

[Sequential Nim](#) · [Tutorial](#)

Quality: 26,095 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[sg78276397's solution](#)

230.

1791E

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

Quality: 41,297 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[sg78276397's solution](#)

231.

1791G1

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

Quality: 33,932 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[sg78276397's solution](#)

232.

1787B

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

Quality: 14,893 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[sg78276397's solution](#)

233.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,984 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[sg78276397's solution](#)

234.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2023-01-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[sg78276397's solution](#)

235.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,222 global accepts · Rating: 1100 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings
[sg78276397's solution](#)

236.

1574B

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

Quality: 18,222 global accepts · Rating: 1100 · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[sg78276397's solution](#)

237.

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math
[sg78276397's solution](#)

238.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1100 · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, shortest paths
[sg78276397's solution](#)

239.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,117 global accepts · Rating: 1100 · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory
[sg78276397's solution](#)

240.

1743C

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

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[sg78276397's solution](#)

241.

1717B

[Madoka and Underground Competitions](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[sg78276397's solution](#)

242.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,562 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
[sg78276397's solution](#)

243.

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,359 global accepts · Rating: 1200 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: strings
[sg78276397's solution](#)

244.

2092C

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

Quality: 22,585 global accepts · Rating: 1200 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[sg78276397's solution](#)

245.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math
[sg78276397's solution](#)

246.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,769 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[sg78276397's solution](#)

247.

1954C

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

Quality: 22,750 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[sg78276397's solution](#)

248.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,519 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[sg78276397's solution](#)

249.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy
[sg78276397's solution](#)

250.

1934B

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

Quality: 22,017 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math
[sg78276397's solution](#)

251.

1916C

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

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math
[sg78276397's solution](#)

252.

1909B

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

Quality: 30,975 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[sg78276397's solution](#)

253.

1497C1

[k-LCM \(easy version\)](#) · [Tutorial](#)

Quality: 29,228 global accepts · Rating: 1200 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[sg78276397's solution](#)

254.

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,257 global accepts · Rating: 1200 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[sg78276397's solution](#)

255.

1874A

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

Quality: 19,389 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, implementation

[sg78276397's solution](#)

256.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[sg78276397's solution](#)

257.

1872D

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

Quality: 38,850 global accepts · Rating: 1200 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: math

[sg78276397's solution](#)

258.

1834C

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

Quality: 15,045 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, strings

[sg78276397's solution](#)

259.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,406 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[sg78276397's solution](#)

260.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[sg78276397's solution](#)

261.

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,676 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[sg78276397's solution](#)

262.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2023-03-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[sg78276397's solution](#)

263.

1799B

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

Quality: 12,743 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[sg78276397's solution](#)

264.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,114 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, two pointers

[sg78276397's solution](#)

265.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,572 global accepts · Rating: 1200 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[sg78276397's solution](#)

266.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 1200 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[sg78276397's solution](#)

267.

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[sg78276397's solution](#)

268.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,632 global accepts · Rating: 1200 · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[sg78276397's solution](#)

269.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,538 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: games
[sg78276397's solution](#)

270.

1744D

[Divisibility by \$2^n\$](#) · [Tutorial](#)

Quality: 24,526 global accepts · Rating: 1200 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[sg78276397's solution](#)

271.

1647B

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

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation
[sg78276397's solution](#)

272.

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,858 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games
[sg78276397's solution](#)

273.

2129A

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

Quality: 16,654 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings
[sg78276397's solution](#)

274.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
[sg78276397's solution](#)

275.

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[sg78276397's solution](#)

276.

1942C1

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

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math
[sg78276397's solution](#)

277.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,483 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[sg78276397's solution](#)

278.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,097 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths
[sg78276397's solution](#)

279.

1913C

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

Quality: 17,492 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy
[sg78276397's solution](#)

280.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,281 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[sg78276397's solution](#)

281.

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
[sg78276397's solution](#)

282.

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[sg78276397's solution](#)

283.

1881D

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

Quality: 28,447 global accepts · Rating: 1300 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[sg78276397's solution](#)

284.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers
[sg78276397's solution](#)

285.

1867C

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

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive
[sg78276397's solution](#)

286.

1868A

[Fill in the Matrix](#) · [Tutorial](#)

Quality: 13,614 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms,

implementation

[sg78276397's solution](#)

287.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[sg78276397's solution](#)

288.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math

[sg78276397's solution](#)

289.

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[sg78276397's solution](#)

290.

1823C

[Strongly Composite](#) · [Tutorial](#)

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[sg78276397's solution](#)

291.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, strings

[sg78276397's solution](#)

292.

1820C

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

Rating: 1300 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[sg78276397's solution](#)

293.

1815A

[Ian and Array Sorting](#) · [Tutorial](#)

Quality: 15,975 global accepts · Rating: 1300 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[sg78276397's solution](#)

294.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[sg78276397's solution](#)

295.

1794C

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

Quality: 22,088 global accepts · Rating: 1300 · first AC: 2023-03-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[sg78276397's solution](#)

296.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: two pointers

[sg78276397's solution](#)

297.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,469 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[sg78276397's solution](#)

298.

257B

[Playing Cubes](#) · [Tutorial](#)

Quality: 7,777 global accepts · Rating: 1300 · first AC: 2023-02-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation
[sg78276397's solution](#)

299.

1786B

[Cake Assembly Line](#) · [Tutorial](#)

Quality: 9,837 global accepts · Rating: 1300 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings
[sg78276397's solution](#)

300.

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[sg78276397's solution](#)

301.

1736C1

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

Quality: 16,532 global accepts · Rating: 1300 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, schedules, two pointers
[sg78276397's solution](#)

302.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2023-01-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings
[sg78276397's solution](#)

303.

1775B

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

Quality: 20,741 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
[sg78276397's solution](#)

304.

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[sg78276397's solution](#)

305.

1754C1

[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)

Rating: 1300 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[sg78276397's solution](#)

306.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
[sg78276397's solution](#)

307.

2156C

[Maximum GCD on Whiteboard](#) · [Tutorial](#)

Quality: 12,290 global accepts · Rating: 1400 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[sg78276397's solution](#)

308.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math
[sg78276397's solution](#)

309.

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[sg78276397's solution](#)

310.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,248 global accepts · Rating: 1400 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers
[sg78276397's solution](#)

311.

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,988 global accepts · Rating: 1400 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, two pointers
[sg78276397's solution](#)

312.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,925 global accepts · Rating: 1400 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy, sortings
[sg78276397's solution](#)

313.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[sg78276397's solution](#)

314.

1967B1

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

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[sg78276397's solution](#)

315.

1967A

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

Quality: 14,942 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings
[sg78276397's solution](#)

316.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[sg78276397's solution](#)

317.

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,593 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[sg78276397's solution](#)

318.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[sg78276397's solution](#)

319.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[sg78276397's solution](#)

320.

1901C

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

Quality: 14,240 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[sg78276397's solution](#)

321.

1895C

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

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

[sg78276397's solution](#)

322.

1887A1

[Dances \(Easy version\)](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[sg78276397's solution](#)

323.

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,570 global accepts · Rating: 1400 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, games, greedy

[sg78276397's solution](#)

324.

1844D

[Row Major](#) · [Tutorial](#)

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

[sg78276397's solution](#)

325.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings

[sg78276397's solution](#)

326.

1830A

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

Quality: 20,327 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[sg78276397's solution](#)

327.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,979 global accepts · Rating: 1400 · first AC: 2023-05-26 · last AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[sg78276397's solution](#)

328.

1762C

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

Quality: 10,166 global accepts · Rating: 1400 · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[sg78276397's solution](#)

329.

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1400 · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[sg78276397's solution](#)

330.

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,179 global accepts · Rating: 1400 · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, geometry, math
[sg78276397's solution](#)

331.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,143 global accepts · Rating: 1400 · first AC: 2023-02-07 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory
[sg78276397's solution](#)

332.

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
[sg78276397's solution](#)

333.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[sg78276397's solution](#)

334.

1758C

[Almost All Multiples](#) · [Tutorial](#)

Quality: 15,262 global accepts · Rating: 1400 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory
[sg78276397's solution](#)

335.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[sg78276397's solution](#)

336.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,274 global accepts · Rating: 1400 · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory
[sg78276397's solution](#)

337.

1748B

[Diverse Substrings](#) · [Tutorial](#)

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[sg78276397's solution](#)

338.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,776 global accepts · Rating: 1400 · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[sg78276397's solution](#)

339.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[sg78276397's solution](#)

340.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[sg78276397's solution](#)

341.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,735 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[sg78276397's solution](#)

342.

2149E

[Hidden Knowledge of the Ancients](#) · [Tutorial](#)

Quality: 9,280 global accepts · Rating: 1500 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[sg78276397's solution](#)

343.

1891C

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

Quality: 20,363 global accepts · Rating: 1500 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[sg78276397's solution](#)

344.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,697 global accepts · Rating: 1500 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: dp

[sg78276397's solution](#)

345.

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,384 global accepts · Rating: 1500 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp

[sg78276397's solution](#)

346.

1842C

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

Quality: 16,499 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[sg78276397's solution](#)

347.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[sg78276397's solution](#)

348.

1817A

[Almost Increasing Subsequence](#) · [Tutorial](#)

Quality: 12,758 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
[sg78276397's solution](#)

349.

1391C

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

Quality: 16,028 global accepts · Rating: 1500 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, math
[sg78276397's solution](#)

350.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,176 global accepts · Rating: 1500 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[sg78276397's solution](#)

351.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,182 global accepts · Rating: 1500 · first AC: 2023-03-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[sg78276397's solution](#)

352.

1789C

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

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math
[sg78276397's solution](#)

353.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,559 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[sg78276397's solution](#)

354.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation
[sg78276397's solution](#)

355.

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,077 global accepts · Rating: 1500 · first AC: 2023-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, games
[sg78276397's solution](#)

356.

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
[sg78276397's solution](#)

357.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, implementation, math
[sg78276397's solution](#)

358.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,779 global accepts · Rating: 1500 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math

[sg78276397's solution](#)

359.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,763 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[sg78276397's solution](#)

360.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2023-01-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[sg78276397's solution](#)

361.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,205 global accepts · Rating: 1500 · first AC: 2023-01-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[sg78276397's solution](#)

362.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[sg78276397's solution](#)

363.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,791 global accepts · Rating: 1500 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[sg78276397's solution](#)

364.

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,520 global accepts · Rating: 1500 · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, sortings

[sg78276397's solution](#)

365.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[sg78276397's solution](#)

366.

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation, math

[sg78276397's solution](#)

367.

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math

[sg78276397's solution](#)

368.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · last AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[sg78276397's solution](#)

369.

1754C2

[Make Nonzero Sum \(hard version\) · Tutorial](#)

Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[sg78276397's solution](#)

370.

2129B

[Stay or Mirror · Tutorial](#)

Quality: 13,278 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[sg78276397's solution](#)

371.

2084D

[Arcology On Permafrost · Tutorial](#)

Quality: 8,844 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[sg78276397's solution](#)

372.

1994C

[Hungry Games · Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[sg78276397's solution](#)

373.

1946C

[Tree Cutting · Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[sg78276397's solution](#)

374.

1938H

[Pho Restaurant · Tutorial](#)

Quality: 2,679 global accepts · Rating: 1600 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[sg78276397's solution](#)

375.

1921E

[Eat the Chip · Tutorial](#)

Quality: 11,417 global accepts · Rating: 1600 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, math

[sg78276397's solution](#)

376.

1920C

[Partitioning the Array · Tutorial](#)

Quality: 19,925 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[sg78276397's solution](#)

377.

1917C

[Watering an Array · Tutorial](#)

Quality: 12,390 global accepts · Rating: 1600 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[sg78276397's solution](#)

378.

1899F

[Alex's whims · Tutorial](#)

Quality: 9,526 global accepts · Rating: 1600 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[sg78276397's solution](#)

379.

1497C2

[k-LCM \(hard version\) · Tutorial](#)

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[sg78276397's solution](#)

380.

1861C

[Queries for the Array · Tutorial](#)

Quality: 12,316 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees
[sg78276397's solution](#)

381.

1833E

[Round Dance · Tutorial](#)

Quality: 18,414 global accepts · Rating: 1600 · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths
[sg78276397's solution](#)

382.

1797C

[Li Hua and Chess · Tutorial](#)

Quality: 8,931 global accepts · Rating: 1600 · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive
[sg78276397's solution](#)

383.

1798D

[Shocking Arrangement · Tutorial](#)

Quality: 14,080 global accepts · Rating: 1600 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[sg78276397's solution](#)

384.

1801A

[The Very Beautiful Blanket · Tutorial](#)

Quality: 9,749 global accepts · Rating: 1600 · first AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
[sg78276397's solution](#)

385.

1519D

[Maximum Sum of Products · Tutorial](#)

Quality: 17,633 global accepts · Rating: 1600 · first AC: 2023-03-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers
[sg78276397's solution](#)

386.

1796C

[Maximum Set · Tutorial](#)

Quality: 12,175 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[sg78276397's solution](#)

387.

1795D

[Triangle Coloring · Tutorial](#)

Quality: 13,079 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[sg78276397's solution](#)

388.

1779C

[Least Prefix Sum · Tutorial](#)

Quality: 14,394 global accepts · Rating: 1600 · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[sg78276397's solution](#)

389.

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2023-02-07 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory
[sg78276397's solution](#)

390.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,127 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, strings
[sg78276397's solution](#)

391.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[sg78276397's solution](#)

392.

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1600 · first AC: 2023-01-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
[sg78276397's solution](#)

393.

1782C

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

Rating: 1600 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings
[sg78276397's solution](#)

394.

1771C

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

Quality: 11,599 global accepts · Rating: 1600 · first AC: 2023-01-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[sg78276397's solution](#)

395.

1775C

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

Quality: 14,214 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math
[sg78276397's solution](#)

396.

1730B

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

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search
[sg78276397's solution](#)

397.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,011 global accepts · Rating: 1600 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[sg78276397's solution](#)

398.

1754D

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

Rating: 1600 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: math
[sg78276397's solution](#)

399.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,375 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
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400.

2152D

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401.

2072F

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402.

2089A

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Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory
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403.

2006A

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404.

1984C2

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

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405.

1969C

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406.

1948D

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407.

1934C

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408.

1936A

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Quality: 8,661 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math
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409.

1930C

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algorithms, data structures, greedy, sortings

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410.

1916D

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411.

1906M

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Quality: 3,458 global accepts · Rating: 1700 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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412.

1901D

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Quality: 8,595 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math

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413.

1497E1

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414.

1889B

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415.

1879D

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416.

1881F

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417.

1868B1

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1835A

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419.

1833F

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[sg78276397's solution](#)

420.

1826D

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Quality: 14,951 global accepts · Rating: 1700 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[sg78276397's solution](#)

421.

1822G1

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422.

1810D

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423.

1451D

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1503B

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425.

1798C

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426.

1799C

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1776F

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428.

533C

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429.

1194D

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1770C

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1772E

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1731D

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1731C

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1765D

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1760G

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1715C

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438.

2138C1

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2101B

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2092D

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441.

2081A

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442.

2006B

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443.

1995C

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1987D

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1954D

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446.

1930D1

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447.

1870D

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448.

1867D

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1872F

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451.

1845D

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452.

1841C

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1833G

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454.

1825D1

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1809D

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456.

1801B

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457.

1720D1

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458.

1793D

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459.

1190B

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Quality: 6,831 global accepts · Rating: 1800 · first AC: 2023-02-07 · last AC: 2023-02-07 · C++17 (GCC 7-32) (first AC) · Tags: games

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460.

1396B

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Quality: 12,945 global accepts · Rating: 1800 · first AC: 2023-02-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

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1728D

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462.

1780D

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463.

1782D

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1768D

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465.

1758D

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466.

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory

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467.

1666C

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Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry

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468.

1750D

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Quality: 7,368 global accepts · Rating: 1800 · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

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469.

1740E

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Quality: 5,077 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[sg78276397's solution](#)

470.

2156D

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Quality: 5,375 global accepts · Rating: 1900 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[sg78276397's solution](#)

471.

2149F

[Nezuko in the Clearing](#) · [Tutorial](#)

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472.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

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473.

2089B1

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

Quality: 3,236 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[sg78276397's solution](#)

474.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 1900 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

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475.

2009G1

[Yunli's Subarray Queries \(easy version\)](#) · [Tutorial](#)

Quality: 5,370 global accepts · Rating: 1900 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[sg78276397's solution](#)

476.

1994D

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Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

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477.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,709 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

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478.

1946D

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Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

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479.

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 1900 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

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480.

1921F

[Sum of Progression](#) · [Tutorial](#)

Quality: 5,016 global accepts · Rating: 1900 · first AC: 2024-01-15 · last AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

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481.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

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482.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[sg78276397's solution](#)

483.

1899G

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

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[sg78276397's solution](#)

484.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

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485.

1891D

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[sg78276397's solution](#)

486.

1887A2

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

Rating: 1900 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[sg78276397's solution](#)

487.

1834D

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Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

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488.

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

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489.

1823D

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490.

1821D

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Quality: 5,538 global accepts · Rating: 1900 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[sg78276397's solution](#)

491.

1820D

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Rating: 1900 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings, two pointers

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492.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 1900 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[sg78276397's solution](#)

493.

1794D

[Counting Factorizations](#) · [Tutorial](#)

Quality: 4,486 global accepts · Rating: 1900 · first AC: 2023-03-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[sg78276397's solution](#)

494.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-11 · last AC: 2023-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[sg78276397's solution](#)

495.

1799D1

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

Quality: 5,805 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

[sg78276397's solution](#)

496.

1784B

[Letter Exchange](#) · [Tutorial](#)

Quality: 3,670 global accepts · Rating: 1900 · first AC: 2023-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[sg78276397's solution](#)

497.

717D

[Dexterina's Lab](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1900 · first AC: 2023-02-08 · C++17 (GCC 7-32) (first AC) · Tags: games, matrices, probabilities

[sg78276397's solution](#)

498.

135C

[Zero-One](#) · [Tutorial](#)

Quality: 1,448 global accepts · Rating: 1900 · first AC: 2023-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy

[sg78276397's solution](#)

499.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,444 global accepts · Rating: 1900 · first AC: 2023-02-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[sg78276397's solution](#)

500.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,691 global accepts · Rating: 1900 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[sg78276397's solution](#)

501.

1791G2

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

Quality: 5,996 global accepts · Rating: 1900 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[sg78276397's solution](#)

502.

1600E

[Array Game](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 1900 · first AC: 2023-01-19 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, two pointers

[sg78276397's solution](#)

503.

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2023-01-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[sg78276397's solution](#)

504.

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[sg78276397's solution](#)

505.

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[sg78276397's solution](#)

506.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,369 global accepts · Rating: 1900 · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[sg78276397's solution](#)

507.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[sg78276397's solution](#)

508.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[sg78276397's solution](#)

509.

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,506 global accepts · Rating: 2000 · first AC: 2025-05-26 · last AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[sg78276397's solution](#)

510.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[sg78276397's solution](#)

511.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees
[sg78276397's solution](#)

512.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees
[sg78276397's solution](#)

513.

1984D

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

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings
[sg78276397's solution](#)

514.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings
[sg78276397's solution](#)

515.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[sg78276397's solution](#)

516.

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings
[sg78276397's solution](#)

517.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers
[sg78276397's solution](#)

518.

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
[sg78276397's solution](#)

519.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers
[sg78276397's solution](#)

520.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 2000 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[sg78276397's solution](#)

521.

1889C1

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

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[sg78276397's solution](#)

522.

1682D

[Circular Spanning Tree](#) · [Tutorial](#)

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, trees

[sg78276397's solution](#)

523.

1867E1

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

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[sg78276397's solution](#)

524.

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[sg78276397's solution](#)

525.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,855 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[sg78276397's solution](#)

526.

1828D1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy

[sg78276397's solution](#)

527.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[sg78276397's solution](#)

528.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,452 global accepts · Rating: 2000 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[sg78276397's solution](#)

529.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-02-10 · last AC: 2023-02-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[sg78276397's solution](#)

530.

1147C

[Thanos Nim](#) · [Tutorial](#)

Quality: 3,654 global accepts · Rating: 2000 · first AC: 2023-02-08 · C++17 (GCC 7-32) (first AC) · Tags: games
[sg78276397's solution](#)

531.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory
[sg78276397's solution](#)

532.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation
[sg78276397's solution](#)

533.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,283 global accepts · Rating: 2000 · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities
[sg78276397's solution](#)

534.

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers
[sg78276397's solution](#)

535.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,855 global accepts · Rating: 2100 · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory
[sg78276397's solution](#)

536.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy
[sg78276397's solution](#)

537.

2152E

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

Quality: 2,779 global accepts · Rating: 2100 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math
[sg78276397's solution](#)

538.

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-09-29 · last AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities
[sg78276397's solution](#)

539.

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,845 global accepts · Rating: 2100 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math
[sg78276397's solution](#)

540.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[sg78276397's solution](#)

541.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[sg78276397's solution](#)

542.

1948E

[Clique Partition](#) · [Tutorial](#)

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

[sg78276397's solution](#)

543.

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[sg78276397's solution](#)

544.

1934D1

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

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[sg78276397's solution](#)

545.

1930D2

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

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

[sg78276397's solution](#)

546.

1920E

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

Quality: 3,384 global accepts · Rating: 2100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[sg78276397's solution](#)

547.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[sg78276397's solution](#)

548.

1868B2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[sg78276397's solution](#)

549.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,791 global accepts · Rating: 2100 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive

[sg78276397's solution](#)

550.

1832D1

[Red-Blue Operations \(Easy Version\) · Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math

[sg78276397's solution](#)

551.

1821E

[Rearrange Brackets · Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[sg78276397's solution](#)

552.

1761D

[Carry Bit · Tutorial](#)

Quality: 2,768 global accepts · Rating: 2100 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[sg78276397's solution](#)

553.

1808D

[Petya, Petya, Petr, and Palindromes · Tutorial](#)

Quality: 2,710 global accepts · Rating: 2100 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, two pointers

[sg78276397's solution](#)

554.

1511E

[Colorings and Dominoes · Tutorial](#)

Quality: 2,898 global accepts · Rating: 2100 · first AC: 2023-03-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[sg78276397's solution](#)

555.

768E

[Game of Stones · Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2023-02-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, games

[sg78276397's solution](#)

556.

1778D

[Flexible String Revisit · Tutorial](#)

Quality: 3,413 global accepts · Rating: 2100 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[sg78276397's solution](#)

557.

1787E

[The Harmonization of XOR · Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[sg78276397's solution](#)

558.

1606E

[Arena · Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-01-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[sg78276397's solution](#)

559.

1628D1

[Game on Sum \(Easy Version\) · Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2023-01-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[sg78276397's solution](#)

560.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[sg78276397's solution](#)

561.

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2200 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

[sg78276397's solution](#)

562.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,274 global accepts · Rating: 2200 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[sg78276397's solution](#)

563.

2085E

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

Quality: 3,153 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[sg78276397's solution](#)

564.

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities

[sg78276397's solution](#)

565.

2009G2

[Yunli's Subarray Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[sg78276397's solution](#)

566.

1967B2

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

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[sg78276397's solution](#)

567.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[sg78276397's solution](#)

568.

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2024-03-26 · last AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[sg78276397's solution](#)

569.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[sg78276397's solution](#)

570.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[sg78276397's solution](#)

571.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2200 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[sg78276397's solution](#)

572.

1921G

[Mischievous Shooter](#) · [Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation

[sg78276397's solution](#)

573.

1909F1

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

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

[sg78276397's solution](#)

574.

1901E

[Compressed Tree](#) · [Tutorial](#)

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

[sg78276397's solution](#)

575.

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[sg78276397's solution](#)

576.

1867E2

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

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[sg78276397's solution](#)

577.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, ternary search

[sg78276397's solution](#)

578.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,797 global accepts · Rating: 2200 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[sg78276397's solution](#)

579.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, trees

[sg78276397's solution](#)

580.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[sg78276397's solution](#)

581.

1832E

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

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp

[sg78276397's solution](#)

582.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[sg78276397's solution](#)

583.

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[sg78276397's solution](#)

584.

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2200 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[sg78276397's solution](#)

585.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,292 global accepts · Rating: 2200 · first AC: 2023-02-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp

[sg78276397's solution](#)

586.

1736D

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

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[sg78276397's solution](#)

587.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-11 · GNU C11 (first AC) · Tags: brute force, dp, math, number theory

[sg78276397's solution](#)

588.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2300 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[sg78276397's solution](#)

589.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[sg78276397's solution](#)

590.

2129C3

[Interactive RBS \(Hard Version\) · Tutorial](#)

Quality: 1,664 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[sg78276397's solution](#)

591.

2091G

[Gleb and Boating · Tutorial](#)

Quality: 1,526 global accepts · Rating: 2300 · first AC: 2025-03-30 · last AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths

[sg78276397's solution](#)

592.

2069E

[A, B, AB and BA · Tutorial](#)

Quality: 1,907 global accepts · Rating: 2300 · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[sg78276397's solution](#)

593.

2077C

[Binary Subsequence Value Sum · Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[sg78276397's solution](#)

594.

2066C

[Bitwise Slides · Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[sg78276397's solution](#)

595.

2006C

[Eri and Expanded Sets · Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[sg78276397's solution](#)

596.

1995D

[Cases · Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[sg78276397's solution](#)

597.

1983E

[I Love Balls · Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[sg78276397's solution](#)

598.

1967C

[Fenwick Tree · Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[sg78276397's solution](#)

599.

915G

[Coprime Arrays · Tutorial](#)

Quality: 1,454 global accepts · Rating: 2300 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[sg78276397's solution](#)

600.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games
[sg78276397's solution](#)

601.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[sg78276397's solution](#)

602.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[sg78276397's solution](#)

603.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[sg78276397's solution](#)

604.

1654E

[Arithmetic Operations](#) · [Tutorial](#)

Quality: 2,360 global accepts · Rating: 2300 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, math
[sg78276397's solution](#)

605.

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, math
[sg78276397's solution](#)

606.

1698E

[PermutationForces II](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers
[sg78276397's solution](#)

607.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
[sg78276397's solution](#)

608.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy
[sg78276397's solution](#)

609.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2300 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees
[sg78276397's solution](#)

610.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[sg78276397's solution](#)

611.

1743F

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

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, probabilities

[sg78276397's solution](#)

612.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[sg78276397's solution](#)

613.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[sg78276397's solution](#)

614.

1895E

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

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[sg78276397's solution](#)

615.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 2300 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[sg78276397's solution](#)

616.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[sg78276397's solution](#)

617.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,461 global accepts · Rating: 2300 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[sg78276397's solution](#)

618.

1825D2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, trees

[sg78276397's solution](#)

619.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[sg78276397's solution](#)

620.

1798E

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

Quality: 2,063 global accepts · Rating: 2300 · first AC: 2023-03-27 · last AC: 2023-03-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp
[sg78276397's solution](#)

621.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-02-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[sg78276397's solution](#)

622.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[sg78276397's solution](#)

623.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[sg78276397's solution](#)

624.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[sg78276397's solution](#)

625.

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2400 · first AC: 2025-04-03 · last AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[sg78276397's solution](#)

626.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[sg78276397's solution](#)

627.

2038D

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

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[sg78276397's solution](#)

628.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[sg78276397's solution](#)

629.

1981D

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

Quality: 2,129 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[sg78276397's solution](#)

630.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2400 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, math
[sg78276397's solution](#)

631.

1036F

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

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
[sg78276397's solution](#)

632.

1943D1

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

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math
[sg78276397's solution](#)

633.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, number theory
[sg78276397's solution](#)

634.

1935E

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

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math
[sg78276397's solution](#)

635.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[sg78276397's solution](#)

636.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[sg78276397's solution](#)

637.

1934D2

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

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, games, greedy, interactive
[sg78276397's solution](#)

638.

1930E

[2..3..4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[sg78276397's solution](#)

639.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2400 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms
[sg78276397's solution](#)

640.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[sg78276397's solution](#)

641.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[sg78276397's solution](#)

642.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,994 global accepts · Rating: 2400 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[sg78276397's solution](#)

643.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[sg78276397's solution](#)

644.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[sg78276397's solution](#)

645.

1374F

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

Quality: 1,398 global accepts · Rating: 2400 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[sg78276397's solution](#)

646.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2400 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[sg78276397's solution](#)

647.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[sg78276397's solution](#)

648.

1738F

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

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[sg78276397's solution](#)

649.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[sg78276397's solution](#)

650.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[sg78276397's solution](#)

651.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[sg78276397's solution](#)

652.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[sg78276397's solution](#)

653.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[sg78276397's solution](#)

654.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[sg78276397's solution](#)

655.

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math

[sg78276397's solution](#)

656.

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,098 global accepts · Rating: 2400 · first AC: 2023-02-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[sg78276397's solution](#)

657.

1736C2

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

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2023-01-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[sg78276397's solution](#)

658.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,729 global accepts · Rating: 2400 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[sg78276397's solution](#)

659.

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2400 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[sg78276397's solution](#)

660.

1628D2

[Game on Sum \(Hard Version\) · Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2023-01-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math
[sg78276397's solution](#)

661.

2185H

[BattleCows 2 · Tutorial](#)

Quality: 680 global accepts · Rating: 2500 · first AC: 2026-01-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy
[sg78276397's solution](#)

662.

2156E

[Best Time to Buy and Sell Stock · Tutorial](#)

Quality: 961 global accepts · Rating: 2500 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, games, graphs, greedy
[sg78276397's solution](#)

663.

2154E

[No Mind To Think · Tutorial](#)

Quality: 1,203 global accepts · Rating: 2500 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers
[sg78276397's solution](#)

664.

2159D1

[Inverse Minimum Partition \(Easy Version\) · Tutorial](#)

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2025-10-14 · last AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers
[sg78276397's solution](#)

665.

645F

[Cowslip Collections · Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2025-08-14 · last AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
[sg78276397's solution](#)

666.

2101D

[Mani and Segments · Tutorial](#)

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2025-05-22 · last AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers
[sg78276397's solution](#)

667.

2048F

[Kevin and Math Class · Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2025-01-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees
[sg78276397's solution](#)

668.

2038F

[Alternative Platforms · Tutorial](#)

Quality: 483 global accepts · Rating: 2500 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, fft, math, sortings
[sg78276397's solution](#)

669.

2038I

[Polyathlon · Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[sg78276397's solution](#)

670.

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, dsu, math

[sg78276397's solution](#)

671.

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[sg78276397's solution](#)

672.

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,778 global accepts · Rating: 2500 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[sg78276397's solution](#)

673.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[sg78276397's solution](#)

674.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2500 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[sg78276397's solution](#)

675.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[sg78276397's solution](#)

676.

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2500 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[sg78276397's solution](#)

677.

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[sg78276397's solution](#)

678.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[sg78276397's solution](#)

679.

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[sg78276397's solution](#)

680.

1709F

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

Quality: 681 global accepts · Rating: 2500 · first AC: 2024-01-24 · last AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[sg78276397's solution](#)

681.

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-01-21 · last AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[sg78276397's solution](#)

682.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[sg78276397's solution](#)

683.

1909F2

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

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[sg78276397's solution](#)

684.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[sg78276397's solution](#)

685.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[sg78276397's solution](#)

686.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[sg78276397's solution](#)

687.

1497E2

[Square-Free Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[sg78276397's solution](#)

688.

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, number theory

[sg78276397's solution](#)

689.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[sg78276397's solution](#)

690.

1891E

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

Quality: 1,081 global accepts · Rating: 2500 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[sg78276397's solution](#)

691.

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, implementation, interactive

[sg78276397's solution](#)

692.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[sg78276397's solution](#)

693.

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2500 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[sg78276397's solution](#)

694.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[sg78276397's solution](#)

695.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, graphs, math

[sg78276397's solution](#)

696.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[sg78276397's solution](#)

697.

1808E2

[Minibuses on Venus \(medium version\)](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2500 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices

[sg78276397's solution](#)

698.

1798F

[Gifts from Grandfather Ahmed](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2500 · first AC: 2023-03-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[sg78276397's solution](#)

699.

1789E

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

Quality: 969 global accepts · Rating: 2500 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, number theory

[sg78276397's solution](#)

700.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2023-02-06 · last AC: 2023-02-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[sg78276397's solution](#)

701.

2189E

[Majority Wins?](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2026-01-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[sg78276397's solution](#)

702.

2158F1

[Distinct GCDs \(Easy Version\)](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2600 · first AC: 2025-12-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[sg78276397's solution](#)

703.

2138D

[Antiamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[sg78276397's solution](#)

704.

2107E

[Ain and Apple Tree](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees

[sg78276397's solution](#)

705.

2103E

[Keep the Sum](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2600 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, two pointers

[sg78276397's solution](#)

706.

2103F

[Maximize Nor](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2600 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, implementation, sortings

[sg78276397's solution](#)

707.

2084G1

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

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

[sg78276397's solution](#)

708.

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs,

greedy, math, number theory, sortings, trees

[sg78276397's solution](#)

709.

2045J

[Xorderable Array](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 2600 · first AC: 2025-01-15 · last AC: 2025-01-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[sg78276397's solution](#)

710.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[sg78276397's solution](#)

711.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[sg78276397's solution](#)

712.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[sg78276397's solution](#)

713.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[sg78276397's solution](#)

714.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[sg78276397's solution](#)

715.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,497 global accepts · Rating: 2600 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[sg78276397's solution](#)

716.

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory

[sg78276397's solution](#)

717.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[sg78276397's solution](#)

718.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
[sg78276397's solution](#)

719.

1700E

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

Quality: 955 global accepts · Rating: 2600 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms
[sg78276397's solution](#)

720.

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2023-12-12 · last AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices
[sg78276397's solution](#)

721.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, number theory
[sg78276397's solution](#)

722.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[sg78276397's solution](#)

723.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2023-11-21 · last AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, interactive, math
[sg78276397's solution](#)

724.

1493E

[Enormous XOR](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2600 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math, strings, two pointers
[sg78276397's solution](#)

725.

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices
[sg78276397's solution](#)

726.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[sg78276397's solution](#)

727.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, probabilities, trees
[sg78276397's solution](#)

728.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math
[sg78276397's solution](#)

729.

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2023-02-18 · last AC: 2023-02-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities
[sg78276397's solution](#)

730.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 2700 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, strings
[sg78276397's solution](#)

731.

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-09-05 · last AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory
[sg78276397's solution](#)

732.

2009G3

[Yunli's Subarray Queries \(extreme version\)](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2700 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation
[sg78276397's solution](#)

733.

1543E

[The Final Pursuit](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2700 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math
[sg78276397's solution](#)

734.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory
[sg78276397's solution](#)

735.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees
[sg78276397's solution](#)

736.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math
[sg78276397's solution](#)

737.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation
[sg78276397's solution](#)

738.

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[sg78276397's solution](#)

739.

2113E

[From Kazan with Love](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[sg78276397's solution](#)

740.

2055E

[Haystacks](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2800 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, sortings

[sg78276397's solution](#)

741.

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[sg78276397's solution](#)

742.

1615F

[LEGOnDary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[sg78276397's solution](#)

743.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math

[sg78276397's solution](#)

744.

1545C

[AquaMoon and Permutations](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2800 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[sg78276397's solution](#)

745.

1809G

[Prediction](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2800 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[sg78276397's solution](#)

746.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2800 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[sg78276397's solution](#)

747.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[sg78276397's solution](#)

748.

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[sg78276397's solution](#)

749.

1938L

[XOR Operations](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2800 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[sg78276397's solution](#)

750.

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2800 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, shortest paths

[sg78276397's solution](#)

751.

1557E

[Assiut Chess](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2800 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, interactive

[sg78276397's solution](#)

752.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, math

[sg78276397's solution](#)

753.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, math, probabilities

[sg78276397's solution](#)

754.

1808E3

[Minibuses on Venus \(hard version\)](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2800 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[sg78276397's solution](#)

755.

2092F

[Andryusha and CCB](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2900 · first AC: 2025-03-29 · last AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory, strings

[sg78276397's solution](#)

756.

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2900 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, hashing, math, number theory

[sg78276397's solution](#)

757.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2024-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[sg78276397's solution](#)

758.

1987G1

[Spinning Round \(Easy Version\)](#) · [Tutorial](#)

Quality: 344 global accepts · Rating: 2900 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees
[sg78276397's solution](#)

759.

1965D

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

Quality: 536 global accepts · Rating: 2900 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[sg78276397's solution](#)

760.

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 689 global accepts · Rating: 2900 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math
[sg78276397's solution](#)

761.

1906G

[Grid Game 2](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2900 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: games, number theory
[sg78276397's solution](#)

762.

1806F2

[GCD Master \(hard version\)](#) · [Tutorial](#)

Quality: 468 global accepts · Rating: 2900 · first AC: 2024-03-27 · last AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[sg78276397's solution](#)

763.

1806F1

[GCD Master \(easy version\)](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2900 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings
[sg78276397's solution](#)

764.

1616F

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

Quality: 720 global accepts · Rating: 2900 · first AC: 2024-03-22 · last AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, math, matrices
[sg78276397's solution](#)

765.

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy
[sg78276397's solution](#)

766.

1928F

[Digital Patterns](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2900 · first AC: 2024-02-17 · last AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math
[sg78276397's solution](#)

767.

1747E

[List Generation](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2900 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[sg78276397's solution](#)

768.

1796F

[Strange Triples](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 2900 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[sg78276397's solution](#)

769.

2045L

[Buggy DFS](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3000 · first AC: 2025-01-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[sg78276397's solution](#)

770.

2045F

[Grid Game 3-angle](#) · [Tutorial](#)

Quality: 154 global accepts · Rating: 3000 · first AC: 2025-01-15 · C++17 (GCC 7-32) (first AC) · Tags: games, math
[sg78276397's solution](#)

771.

2038H

[Galactic Council](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3000 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: flows
[sg78276397's solution](#)

772.

1545D

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: 3000 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math
[sg78276397's solution](#)

773.

1969F

[Card Pairing](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, hashing, implementation
[sg78276397's solution](#)

774.

1610F

[Mashtali: a Space Oddysey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[sg78276397's solution](#)

775.

1934E

[Weird LCM Operations](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, number theory
[sg78276397's solution](#)

776.

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, math
[sg78276397's solution](#)

777.

1748F

[Circular Xor Reversal](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3000 · first AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
[sg78276397's solution](#)

778.

2096F

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

Quality: 460 global accepts · Rating: 3100 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, two pointers

[sg78276397's solution](#)

779.

1965E

[Connected Cubes](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[sg78276397's solution](#)

780.

1458E

[Nim Shortcuts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 3100 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games

[sg78276397's solution](#)

781.

1954F

[Unique Strings](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3100 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[sg78276397's solution](#)

782.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[sg78276397's solution](#)

783.

2159D2

[Inverse Minimum Partition \(Hard Version\)](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3200 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[sg78276397's solution](#)

784.

2096G

[Wonderful Guessing Game](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3200 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[sg78276397's solution](#)

785.

2089D

[Conditional Operators](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3200 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[sg78276397's solution](#)

786.

2077F

[AND x OR](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3300 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp

[sg78276397's solution](#)

787.

2066E

[Tropical Season](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3300 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[sg78276397's solution](#)

788.

2046F1

[Yandex Cuneiform \(Easy Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3300 · first AC: 2025-01-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[sg78276397's solution](#)

789.

1943E2

[MEX Game 2 \(Hard Version\)](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 3300 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[sg78276397's solution](#)

790.

2180H2

[Bug Is Feature \(Conditional Version\)](#) · [Tutorial](#)

Quality: 105 global accepts · Rating: 3500 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: games

[sg78276397's solution](#)

791.

2048I1

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

Quality: 103 global accepts · Rating: 3500 · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[sg78276397's solution](#)

792.

1938A

[Antiparticle Antiphysics](#) · [Tutorial](#)

Quality: 77 global accepts · Rating: 3500 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[sg78276397's solution](#)

793.

106178L

[Lonely Creatures](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[sg78276397's solution](#)

794.

106178D

[Displaying Decimals](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[sg78276397's solution](#)

795.

106178B

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

Rating: — · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[sg78276397's solution](#)

796.

106178E

[Emergency Rations](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[sg78276397's solution](#)

797.

106178K

[Kings Conquest](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[sg78276397's solution](#)

798.

106178F

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

Rating: — · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[sg78276397's solution](#)

799.

106178A

[Apple Pie](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[sg78276397's solution](#)

800.

106178J

[Judgmental Crowd](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[sg78276397's solution](#)

801.

106178H

[Harder Horizons](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[sg78276397's solution](#)

802.

102832H

[Combination Lock](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[sg78276397's solution](#)

803.

102832J

[Abstract Painting](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[sg78276397's solution](#)

804.

102832L

[Coordinate Paper](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[sg78276397's solution](#)

805.

102832K

[Ragdoll](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[sg78276397's solution](#)

806.

102832F

[Strange Memory](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[sg78276397's solution](#)

807.

102832D

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

Rating: — · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[sg78276397's solution](#)

808.

102832A

[Krypton](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[sg78276397's solution](#)

809.

105387H

[Toys](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[sg78276397's solution](#)

810.

105387N

[Entomologist](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[sg78276397's solution](#)

811.

105387A

[Dilation](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[sg78276397's solution](#)

812.

105461I

[Periodic Recurrence](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[sg78276397's solution](#)

813.

105461K

[Cheater Detector](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[sg78276397's solution](#)

814.

105461H

[Zürich Trams](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[sg78276397's solution](#)

815.

105461G

[Contrived Intelligence](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[sg78276397's solution](#)

816.

105461F

[Autobahn Optimization](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[sg78276397's solution](#)

817.

105461L

[Drawing Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[sg78276397's solution](#)

818.

105461E

[Lighting the Street](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[sg78276397's solution](#)

819.

105461J

[Gibberish](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[sg78276397's solution](#)

820.

105461D

[LSB](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[sg78276397's solution](#)

821.

105461C

[Concert Lineup](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[sg78276397's solution](#)

822.

105461B

[Digital Products](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[sg78276397's solution](#)

823.

105431G

[Guessing Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[sg78276397's solution](#)

824.

105431H

[Hotfix](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[sg78276397's solution](#)

825.

105431J

[Jungle Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[sg78276397's solution](#)

826.

105431F

[Fence Fee](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[sg78276397's solution](#)

827.

105431D

[Double Deck](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[sg78276397's solution](#)

828.

105431I

[Infinite Cash](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[sg78276397's solution](#)

829.

105431A

[Avoiding the Abyss](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[sg78276397's solution](#)

830.

105431C

[Composed Rhythms](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[sg78276397's solution](#)

831.

105431K

[Knitting Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[sg78276397's solution](#)

832.

1812C

[Digits](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: *special

[sg78276397's solution](#)

833.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,291 global accepts · Rating: — · first AC: 2024-10-25 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[sg78276397's solution](#)

834.

1812F

[Factorization](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: — · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, number theory

[sg78276397's solution](#)

835.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force, implementation

[sg78276397's solution](#)

836.

1812D

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

Quality: 4,901 global accepts · Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: *special, constructive algorithms, math, number theory

[sg78276397's solution](#)

837.

1812E

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

Quality: 4,304 global accepts · Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: *special, constructive algorithms, geometry, math

[sg78276397's solution](#)

838.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: *special, expression parsing, strings

[sg78276397's solution](#)

839.

104976B

[Festival Decorating](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[sg78276397's solution](#)

840.

104849G

[Remodeling the Dungeon](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[sg78276397's solution](#)

841.

104849D

[Move One Coin](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[sg78276397's solution](#)

842.

104849F

[Make a Loop](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[sg78276397's solution](#)

843.

104849E

[Incredibly Cute Penguin Chicks](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[sg78276397's solution](#)

844.

104849B

[Interactive Number Guessing](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[sg78276397's solution](#)

845.

104849A

[Hasty Santa Claus](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[sg78276397's solution](#)

846.

105176O

[Tutorial](#)

Rating: — · first AC: 2024-05-24 · last AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[sg78276397's solution](#)

847.

105176H

[Tutorial](#)

Rating: — · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[sg78276397's solution](#)

848.

105176N

[Tutorial](#)

Rating: — · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[sg78276397's solution](#)

849.

105176L

[Tutorial](#)

Rating: — · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[sg78276397's solution](#)

850.

105176I

[Tutorial](#)

Rating: — · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[sg78276397's solution](#)

851.

105176J

[Tutorial](#)

Rating: — · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[sg78276397's solution](#)

852.

105176K

[Tutorial](#)

Rating: — · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[sg78276397's solution](#)

853.

105176M

[Tutorial](#)

Rating: — · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[sg78276397's solution](#)

854.

105176G

[System](#)

Rating: — · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[sg78276397's solution](#)

855.

105176E

[Onijial](#)

Rating: — · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[sg78276397's solution](#)

856.

105176D

[The Ev, \[O](#)

Rating: — · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[sg78276397's solution](#)

857.

105176F

[Everyone's ALL IN](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[sg78276397's solution](#)

858.

105176C

[iFunka](#)

Rating: — · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[sg78276397's solution](#)

859.

105176B

[Tutorial](#)

Rating: — · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[sg78276397's solution](#)

860.

105176A

[Najiel, y<ri](#)

Rating: — · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[sg78276397's solution](#)

861.

104832C

[Ferris Wheel](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[sg78276397's solution](#)

862.

104832H

[Task Assignment to Two Employees](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[sg78276397's solution](#)

863.

104832I

[Liquid Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[sg78276397's solution](#)

864.

104832K

[Probing the Disk](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[sg78276397's solution](#)

865.

104832G

[Fortune Telling](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[sg78276397's solution](#)

866.

104832D

[Nested Repetition Compression](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[sg78276397's solution](#)

867.

104832E

[Chayas](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[sg78276397's solution](#)

868.

104832B

[Rank Promotion](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[sg78276397's solution](#)

869.

104832A

[Yokohama Phenomena](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[sg78276397's solution](#)

870.

104832F

[Color Inversion on a Huge Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[sg78276397's solution](#)

871.

104891K

[Understand](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[sg78276397's solution](#)

872.

104891G

[Parity Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[sg78276397's solution](#)

873.

104891D

[Graph of Maximum Degree 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[sg78276397's solution](#)

874.

104891E

[Inverse Topological Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[sg78276397's solution](#)

875.

104891H

[Random Tree Parking](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[sg78276397's solution](#)

876.

104891A

[\(-1,1\)-Sumplete](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[sg78276397's solution](#)

877.

104891I

[Refresher into Midas](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[sg78276397's solution](#)

878.

104891J

[Teleportation](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[sg78276397's solution](#)

879.

104772C

[Colorful Village](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · last AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[sg78276397's solution](#)

880.

104772L

[Loops](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[sg78276397's solution](#)

881.

104772F

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

Rating: — · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[sg78276397's solution](#)

882.

104772E

[Every Queen](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[sg78276397's solution](#)

883.

104772I

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

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892.

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899.

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[sg78276397's solution](#)

900.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,102 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings
[sg78276397's solution](#)

901.

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,360 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, implementation
[sg78276397's solution](#)

902.

1952J

[Help, what does it mean to be "Based"](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force, constructive algorithms, expression parsing, implementation, sortings
[sg78276397's solution](#)

903.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings
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904.

104821K

[Grand Finale](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —
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905.

104566J

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906.

104454N

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Rating: — · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: —
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910.

104454I

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103861E

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912.

104160A

[Absolute Difference](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —
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913.

104160L

[Tavern Chess](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[sg78276397's solution](#)

914.

104160F

[Half Mixed](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[sg78276397's solution](#)

915.

104160C

[Clamped Sequence](#) · [Tutorial](#)

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916.

104160D

[DRX vs. T1](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —
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917.

104396E

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Rating: — · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: —
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918.

104396H

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Rating: — · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: —
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919.

104396F

[Timaeus](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[sg78276397's solution](#)

920.

104396A

[Today's Word](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[sg78276397's solution](#)

921.

104396K

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

Rating: — · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[sg78276397's solution](#)

922.

104396J

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

Rating: — · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[sg78276397's solution](#)

923.

104396I

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[sg78276397's solution](#)

924.

104355L

[Quảng Núi](#)

Rating: — · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[sg78276397's solution](#)

925.

104354C

[Toxel Nút](#)

Rating: — · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[sg78276397's solution](#)

926.

104354J

[Mocha I](#)

Rating: — · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[sg78276397's solution](#)

927.

104354A

[Asmin](#)

Rating: — · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[sg78276397's solution](#)

928.

104354K

[cRin](#)

Rating: — · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: —
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929.

104354H

[Travel Begins](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: —
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930.

104354E

[we5n8b](#)

Rating: — · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[sg78276397's solution](#)

931.

104354G

[Toxel NTW&u;](#)

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932.

104354F

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Rating: — · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: —
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933.

104354B

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Rating: — · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: —
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934.

104128F

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Rating: — · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —
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935.

104128A

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Rating: — · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —
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936.

104128B

[Ropeway](#) · Tutorial

Rating: — · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[sg78276397's solution](#)

937.

104128G

[Inscryption](#) · Tutorial

Rating: — · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[sg78276397's solution](#)

938.

104128I

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Rating: — · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[sg78276397's solution](#)

939.

104337B

[Mode](#) · Tutorial

Rating: — · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: —
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940.

104337E

[Inverse Counting Path](#) · Tutorial

Rating: — · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: —
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941.

103389A

[QINoig'i](#)

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