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Unique solved — ssk4988

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

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Filters: none

Count: 1,819

1.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,652 global accepts · Rating: 800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [math](#)
[ssk4988's solution](#)

2.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,212 global accepts · Rating: 800 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [greedy](#)
[ssk4988's solution](#)

3.

2124A

[Deranged Deletions](#) · [Tutorial](#)

Quality: 19,211 global accepts · Rating: 800 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [greedy](#), [sortings](#)
[ssk4988's solution](#)

4.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,577 global accepts · Rating: 800 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [constructive algorithms](#), [greedy](#)
[ssk4988's solution](#)

5.

2123B

[Tournament](#) · [Tutorial](#)

Quality: 34,928 global accepts · Rating: 800 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [greedy](#)
[ssk4988's solution](#)

6.

2123A

[Blackboard Game](#) · [Tutorial](#)

Quality: 41,699 global accepts · Rating: 800 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [math](#)
[ssk4988's solution](#)

7.

2111A

[Energy Crystals](#) · [Tutorial](#)

Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-06-03 · PyPy 3-64 (first AC) · Tags: [greedy](#), [implementation](#), [math](#)
[ssk4988's solution](#)

8.

2107A

[LRC and VIP](#) · [Tutorial](#)

Quality: 22,206 global accepts · Rating: 800 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [number theory](#)
[ssk4988's solution](#)

9.

2108A

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

Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-05-01 · PyPy 3-64 (first AC) · Tags: [combinatorics](#), [greedy](#), [math](#)
[ssk4988's solution](#)

10.

1920A

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

Quality: 29,560 global accepts · Rating: 800 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
[ssk4988's solution](#)

11.

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,688 global accepts · Rating: 800 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, games, math
[ssk4988's solution](#)

12.

2030A

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

Quality: 27,584 global accepts · Rating: 800 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[ssk4988's solution](#)

13.

2062A

[String](#) · [Tutorial](#)

Quality: 28,281 global accepts · Rating: 800 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings
[ssk4988's solution](#)

14.

2061A

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

Quality: 22,354 global accepts · Rating: 800 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: math
[ssk4988's solution](#)

15.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[ssk4988's solution](#)

16.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,263 global accepts · Rating: 800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, greedy, math
[ssk4988's solution](#)

17.

2048A

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

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[ssk4988's solution](#)

18.

2034A

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

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory
[ssk4988's solution](#)

19.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory
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20.

2035A

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Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[ssk4988's solution](#)

21.

2019A

[Max Plus Size](#) · [Tutorial](#)

Quality: 27,136 global accepts · Rating: 800 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy
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22.

2022A

[Bus to Pénjamo](#) · [Tutorial](#)

Quality: 17,237 global accepts · Rating: 800 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
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23.

2021A

[Meaning Mean](#) · [Tutorial](#)

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[ssk4988's solution](#)

24.

1637A

[Sorting Parts](#) · [Tutorial](#)

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[ssk4988's solution](#)

25.

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,229 global accepts · Rating: 800 · first AC: 2024-09-03 · PyPy 3-64 (first AC) · Tags: brute force, implementation
[ssk4988's solution](#)

26.

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,981 global accepts · Rating: 800 · first AC: 2024-09-03 · PyPy 3-64 (first AC) · Tags: brute force, math
[ssk4988's solution](#)

27.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
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28.

1991A

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

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29.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation
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30.

1987A

[Upload More RAM](#) · [Tutorial](#)

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[ssk4988's solution](#)

31.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
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32.

1981A

[Turtle and Piggy Are Playing a Game](#) · [Tutorial](#)

Quality: 24,251 global accepts · Rating: 800 · first AC: 2024-05-31 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math
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33.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,646 global accepts · Rating: 800 · first AC: 2024-05-30 · PyPy 3-64 (first AC) · Tags: implementation, sortings, strings
[ssk4988's solution](#)

34.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,204 global accepts · Rating: 800 · first AC: 2024-05-26 · PyPy 3-64 (first AC) · Tags: math
[ssk4988's solution](#)

35.

1975A

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

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings
[ssk4988's solution](#)

36.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,180 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[ssk4988's solution](#)

37.

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,738 global accepts · Rating: 800 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: math
[ssk4988's solution](#)

38.

1950C

[Clock Conversion](#) · [Tutorial](#)

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[ssk4988's solution](#)

39.

1950A

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

Quality: 69,458 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[ssk4988's solution](#)

40.

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,218 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[ssk4988's solution](#)

41.

1948A

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

Quality: 30,996 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[ssk4988's solution](#)

42.

1941A

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

Quality: 47,702 global accepts · Rating: 800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[ssk4988's solution](#)

43.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[ssk4988's solution](#)

44.

1933B

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

Quality: 36,275 global accepts · Rating: 800 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory
[ssk4988's solution](#)

45.

1933A

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

Quality: 42,111 global accepts · Rating: 800 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[ssk4988's solution](#)

46.

1929B

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

Quality: 26,731 global accepts · Rating: 800 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[ssk4988's solution](#)

47.

1929A

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

Quality: 34,944 global accepts · Rating: 800 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[ssk4988's solution](#)

48.

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,369 global accepts · Rating: 800 · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[ssk4988's solution](#)

49.

1931A

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

Quality: 39,964 global accepts · Rating: 800 · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings
[ssk4988's solution](#)

50.

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,440 global accepts · Rating: 800 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[ssk4988's solution](#)

51.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,374 global accepts · Rating: 800 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ssk4988's solution](#)

52.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,852 global accepts · Rating: 800 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

[ssk4988's solution](#)

53.

1915B

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

Quality: 50,361 global accepts · Rating: 800 · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation

[ssk4988's solution](#)

54.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ssk4988's solution](#)

55.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[ssk4988's solution](#)

56.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,313 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[ssk4988's solution](#)

57.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,246 global accepts · Rating: 800 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[ssk4988's solution](#)

58.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[ssk4988's solution](#)

59.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,638 global accepts · Rating: 800 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

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60.

1914B

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Quality: 33,226 global accepts · Rating: 800 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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61.

1914A

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

Quality: 35,156 global accepts · Rating: 800 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[ssk4988's solution](#)

62.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,387 global accepts · Rating: 800 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[ssk4988's solution](#)

63.

1895B

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Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[ssk4988's solution](#)

64.

1895A

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Quality: 25,922 global accepts · Rating: 800 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: math

[ssk4988's solution](#)

65.

1878B

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Quality: 34,219 global accepts · Rating: 800 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[ssk4988's solution](#)

66.

1878A

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

Quality: 78,707 global accepts · Rating: 800 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[ssk4988's solution](#)

67.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[ssk4988's solution](#)

68.

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,183 global accepts · Rating: 800 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[ssk4988's solution](#)

69.

1861A

[Prime Deletion](#) · [Tutorial](#)

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

[ssk4988's solution](#)

70.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[ssk4988's solution](#)

71.

1864A

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

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ssk4988's solution](#)

72.

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 55,028 global accepts · Rating: 800 · first AC: 2023-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[ssk4988's solution](#)

73.

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,268 global accepts · Rating: 800 · first AC: 2023-08-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings
[ssk4988's solution](#)

74.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,371 global accepts · Rating: 800 · first AC: 2023-08-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math
[ssk4988's solution](#)

75.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,441 global accepts · Rating: 800 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[ssk4988's solution](#)

76.

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[ssk4988's solution](#)

77.

1847A

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

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-08-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[ssk4988's solution](#)

78.

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,456 global accepts · Rating: 800 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
[ssk4988's solution](#)

79.

1851A

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

Quality: 31,506 global accepts · Rating: 800 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
[ssk4988's solution](#)

80.

1850C

[Word on the Paper](#) · [Tutorial](#)

Quality: 53,548 global accepts · Rating: 800 · first AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[ssk4988's solution](#)

81.

1850B

[Ten Words of Wisdom](#) · [Tutorial](#)

Quality: 50,383 global accepts · Rating: 800 · first AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[ssk4988's solution](#)

82.

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,216 global accepts · Rating: 800 · first AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[ssk4988's solution](#)

83.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,960 global accepts · Rating: 800 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games
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- 84.**
1845A
[Forbidden Integer](#) · [Tutorial](#)
Quality: 47,381 global accepts · Rating: 800 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory
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- 85.**
1842A
[Tenzing and Tsondu](#) · [Tutorial](#)
Quality: 20,797 global accepts · Rating: 800 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: games, math
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- 86.**
1834A
[Unit Array](#) · [Tutorial](#)
Quality: 45,674 global accepts · Rating: 800 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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- 87.**
1836A
[Destroyer](#) · [Tutorial](#)
Quality: 21,435 global accepts · Rating: 800 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[ssk4988's solution](#)
- 88.**
1839A
[The Good Array](#) · [Tutorial](#)
Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-06-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[ssk4988's solution](#)
- 89.**
1841A
[Game with Board](#) · [Tutorial](#)
Quality: 25,990 global accepts · Rating: 800 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games
[ssk4988's solution](#)
- 90.**
1840A
[Cipher Shifer](#) · [Tutorial](#)
Quality: 38,054 global accepts · Rating: 800 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings, two pointers
[ssk4988's solution](#)
- 91.**
1838A
[Blackboard List](#) · [Tutorial](#)
Quality: 22,690 global accepts · Rating: 800 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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- 92.**
1805B
[The String Has a Target](#) · [Tutorial](#)
Quality: 19,975 global accepts · Rating: 800 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[ssk4988's solution](#)
- 93.**
1805A
[We Need the Zero](#) · [Tutorial](#)
Quality: 41,953 global accepts · Rating: 800 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force
[ssk4988's solution](#)
- 94.**
1810B
[Candies](#) · [Tutorial](#)
Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[ssk4988's solution](#)

95.

1810A

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

Quality: 21,912 global accepts · Rating: 800 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
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96.

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,049 global accepts · Rating: 800 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[ssk4988's solution](#)

97.

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,175 global accepts · Rating: 800 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[ssk4988's solution](#)

98.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[ssk4988's solution](#)

99.

1794A

[Prefix and Suffix Array](#) · [Tutorial](#)

Quality: 18,824 global accepts · Rating: 800 · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: strings
[ssk4988's solution](#)

100.

1786A2

[Alternating Deck \(hard version\)](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 800 · first AC: 2023-02-05 · Java 11 (first AC) · Tags: implementation
[ssk4988's solution](#)

101.

1786A1

[Non-alternating Deck \(easy version\)](#) · [Tutorial](#)

Quality: 14,821 global accepts · Rating: 800 · first AC: 2023-02-05 · Java 11 (first AC) · Tags: implementation
[ssk4988's solution](#)

102.

1787A

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

Quality: 20,385 global accepts · Rating: 800 · first AC: 2023-01-29 · Java 11 (first AC) · Tags: constructive algorithms, math
[ssk4988's solution](#)

103.

1782A

[Parallel Projection](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-01-15 · Java 11 (first AC) · Tags: geometry, greedy, math
[ssk4988's solution](#)

104.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · Java 11 (first AC) · Tags: constructive algorithms, greedy, strings
[ssk4988's solution](#)

105.

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,558 global accepts · Rating: 800 · first AC: 2022-12-16 · last AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ssk4988's solution](#)

106.

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-16 · Java 11 (first AC) · Tags: data structures, greedy, sortings

[ssk4988's solution](#)

107.

1758A

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

Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-11-25 · Java 11 (first AC) · Tags: constructive algorithms, strings

[ssk4988's solution](#)

108.

1748A

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

Quality: 25,314 global accepts · Rating: 800 · first AC: 2022-11-12 · Java 11 (first AC) · Tags: math

[ssk4988's solution](#)

109.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · Java 11 (first AC) · Tags: greedy, implementation, sortings

[ssk4988's solution](#)

110.

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-09-29 · Java 11 (first AC) · Tags: implementation

[ssk4988's solution](#)

111.

1712B

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

Quality: 22,399 global accepts · Rating: 800 · first AC: 2022-08-13 · Java 11 (first AC) · Tags: constructive algorithms, greedy, number theory

[ssk4988's solution](#)

112.

1712A

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

Quality: 25,058 global accepts · Rating: 800 · first AC: 2022-08-13 · Java 11 (first AC) · Tags: greedy, implementation

[ssk4988's solution](#)

113.

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-08 · Java 11 (first AC) · Tags: greedy

[ssk4988's solution](#)

114.

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-08 · Java 11 (first AC) · Tags: implementation

[ssk4988's solution](#)

115.

1699A

[The Third Three Number Problem](#) · [Tutorial](#)

Quality: 24,780 global accepts · Rating: 800 · first AC: 2022-07-04 · Java 11 (first AC) · Tags: constructive algorithms, math

[ssk4988's solution](#)

116.

1657B

[XY Sequence](#) · [Tutorial](#)

Quality: 23,609 global accepts · Rating: 800 · first AC: 2022-03-22 · Java 11 (first AC) · Tags: greedy

[ssk4988's solution](#)

117.

1657A

[Integer Moves](#) · [Tutorial](#)

Quality: 24,901 global accepts · Rating: 800 · first AC: 2022-03-22 · Java 11 (first AC) · Tags: brute force, math

[ssk4988's solution](#)

118.

1634A

[Reverse and Concatenate](#) · [Tutorial](#)

Quality: 24,653 global accepts · Rating: 800 · first AC: 2022-02-06 · Java 11 (first AC) · Tags: greedy, strings

[ssk4988's solution](#)

119.

1632A

[ABC](#) · [Tutorial](#)

Quality: 31,070 global accepts · Rating: 800 · first AC: 2022-01-30 · Java 11 (first AC) · Tags: implementation

[ssk4988's solution](#)

120.

1629B

[GCD Arrays](#) · [Tutorial](#)

Quality: 25,285 global accepts · Rating: 800 · first AC: 2022-01-22 · Java 11 (first AC) · Tags: greedy, math, number theory

[ssk4988's solution](#)

121.

1629A

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Quality: 30,928 global accepts · Rating: 800 · first AC: 2022-01-22 · Java 11 (first AC) · Tags: brute force, greedy, sortings

[ssk4988's solution](#)

122.

1626A

[Equidistant Letters](#) · [Tutorial](#)

Quality: 30,877 global accepts · Rating: 800 · first AC: 2022-01-16 · Java 11 (first AC) · Tags: constructive algorithms, sortings

[ssk4988's solution](#)

123.

1624A

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

Quality: 60,284 global accepts · Rating: 800 · first AC: 2022-01-11 · Java 11 (first AC) · Tags: math

[ssk4988's solution](#)

124.

1620A

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

Quality: 23,155 global accepts · Rating: 800 · first AC: 2022-01-11 · Java 11 (first AC) · Tags: constructive algorithms, dsu, implementation

[ssk4988's solution](#)

125.

1621A

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

Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-03 · Java 11 (first AC) · Tags: constructive algorithms

[ssk4988's solution](#)

126.

1622A

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

Quality: 32,036 global accepts · Rating: 800 · first AC: 2021-12-31 · Java 11 (first AC) · Tags: geometry, math

[ssk4988's solution](#)

127.

1623A

[Robot Cleaner](#) · [Tutorial](#)

Quality: 20,720 global accepts · Rating: 800 · first AC: 2021-12-28 · Java 11 (first AC) · Tags: brute force, implementation, math

[ssk4988's solution](#)

128.

1591A

[Life of a Flower](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-12-12 · Java 11 (first AC) · Tags: implementation

[ssk4988's solution](#)

129.

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,264 global accepts · Rating: 800 · first AC: 2021-12-11 · Java 11 (first AC) · Tags: constructive algorithms, math

[ssk4988's solution](#)

130.

1611B

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

Quality: 31,919 global accepts · Rating: 800 · first AC: 2021-11-25 · Java 11 (first AC) · Tags: binary search, constructive algorithms, math

[ssk4988's solution](#)

131.

1611A

[Make Even](#) · [Tutorial](#)

Quality: 33,415 global accepts · Rating: 800 · first AC: 2021-11-25 · Java 11 (first AC) · Tags: constructive algorithms, math

[ssk4988's solution](#)

132.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,006 global accepts · Rating: 800 · first AC: 2021-11-25 · Java 11 (first AC) · Tags: brute force, math

[ssk4988's solution](#)

133.

1954A

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

Quality: 27,630 global accepts · Rating: 900 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[ssk4988's solution](#)

134.

1848A

[Vika and Her Friends](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 900 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[ssk4988's solution](#)

135.

2005A

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

Quality: 26,248 global accepts · Rating: 900 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[ssk4988's solution](#)

136.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[ssk4988's solution](#)

137.

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[ssk4988's solution](#)

138.

2035B

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

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[ssk4988's solution](#)

139.

1505A

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Quality: 16,090 global accepts · Rating: 900 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: *special, implementation, interactive
[ssk4988's solution](#)

140.

1941C

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

Quality: 39,197 global accepts · Rating: 900 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
[ssk4988's solution](#)

141.

1927B

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

Quality: 38,140 global accepts · Rating: 900 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
[ssk4988's solution](#)

142.

1918B

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

Quality: 27,026 global accepts · Rating: 900 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings
[ssk4988's solution](#)

143.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,424 global accepts · Rating: 900 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers
[ssk4988's solution](#)

144.

1875A

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

Quality: 47,026 global accepts · Rating: 900 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[ssk4988's solution](#)

145.

1878C

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

Quality: 57,671 global accepts · Rating: 900 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: math
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146.

1872B

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

Quality: 30,501 global accepts · Rating: 900 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[ssk4988's solution](#)

147.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,576 global accepts · Rating: 900 · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[ssk4988's solution](#)

148.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[ssk4988's solution](#)

149.

1850D

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Quality: 60,833 global accepts · Rating: 900 · first AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[ssk4988's solution](#)

150.

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

[ssk4988's solution](#)

151.

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,891 global accepts · Rating: 900 · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[ssk4988's solution](#)

152.

1779B

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

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · Java 11 (first AC) · Tags: constructive algorithms, math

[ssk4988's solution](#)

153.

1771A

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

Quality: 25,303 global accepts · Rating: 900 · first AC: 2022-12-11 · Java 11 (first AC) · Tags: combinatorics, math, sortings

[ssk4988's solution](#)

154.

1758B

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Quality: 23,894 global accepts · Rating: 900 · first AC: 2022-11-25 · Java 11 (first AC) · Tags: constructive algorithms

[ssk4988's solution](#)

155.

1699B

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Quality: 21,693 global accepts · Rating: 900 · first AC: 2022-07-04 · Java 11 (first AC) · Tags: bitmasks, constructive algorithms, matrices

[ssk4988's solution](#)

156.

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,959 global accepts · Rating: 900 · first AC: 2022-01-11 · Java 11 (first AC) · Tags: implementation, math

[ssk4988's solution](#)

157.

1591B

[Array Eversion](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-12-12 · Java 11 (first AC) · Tags: greedy

[ssk4988's solution](#)

158.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 900 · first AC: 2021-12-09 · Java 11 (first AC) · Tags: implementation, math

[ssk4988's solution](#)

159.

1609A

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

Quality: 18,896 global accepts · Rating: 900 · first AC: 2021-11-29 · Java 11 (first AC) · Tags: greedy, implementation, math, number theory

[ssk4988's solution](#)

160.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,286 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[ssk4988's solution](#)

161.

2123C

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

Quality: 30,891 global accepts · Rating: 1000 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures
[ssk4988's solution](#)

162.

2005B1

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

Quality: 24,749 global accepts · Rating: 1000 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[ssk4988's solution](#)

163.

2057B

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

Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[ssk4988's solution](#)

164.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers
[ssk4988's solution](#)

165.

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[ssk4988's solution](#)

166.

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
[ssk4988's solution](#)

167.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[ssk4988's solution](#)

168.

1975B

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

Quality: 21,074 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings
[ssk4988's solution](#)

169.

1969B

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

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[ssk4988's solution](#)

170.

1941B

[Rudolf and 121](#) · [Tutorial](#)

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

[ssk4988's solution](#)

171.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,818 global accepts · Rating: 1000 · first AC: 2024-03-10 · Python 3 (first AC) · Tags: math

[ssk4988's solution](#)

172.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,890 global accepts · Rating: 1000 · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[ssk4988's solution](#)

173.

1927C

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

Quality: 31,570 global accepts · Rating: 1000 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[ssk4988's solution](#)

174.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,914 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[ssk4988's solution](#)

175.

1761B

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

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[ssk4988's solution](#)

176.

1861B

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

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

[ssk4988's solution](#)

177.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[ssk4988's solution](#)

178.

1859B

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

Quality: 43,918 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[ssk4988's solution](#)

179.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-08-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, two pointers

[ssk4988's solution](#)

180.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,878 global accepts · Rating: 1000 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ssk4988's solution](#)

181.

1844B

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

Quality: 20,248 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[ssk4988's solution](#)

182.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[ssk4988's solution](#)

183.

1841B

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

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[ssk4988's solution](#)

184.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,588 global accepts · Rating: 1000 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, two pointers
[ssk4988's solution](#)

185.

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
[ssk4988's solution](#)

186.

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
[ssk4988's solution](#)

187.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[ssk4988's solution](#)

188.

1786C

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

Rating: 1000 · first AC: 2023-02-05 · Java 11 (first AC) · Tags: greedy, sortings
[ssk4988's solution](#)

189.

1782B

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

Rating: 1000 · first AC: 2023-01-15 · Java 11 (first AC) · Tags: brute force, greedy, sortings
[ssk4988's solution](#)

190.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2022-02-06 · Java 11 (first AC) · Tags: constructive algorithms
[ssk4988's solution](#)

191.

1632B

[Roof Construction](#) · [Tutorial](#)

Quality: 31,546 global accepts · Rating: 1000 · first AC: 2022-01-30 · Java 11 (first AC) · Tags: bitmasks, constructive algorithms
[ssk4988's solution](#)

192.

1620B

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

Quality: 31,482 global accepts · Rating: 1000 · first AC: 2022-01-11 · Java 11 (first AC) · Tags: geometry, greedy, math
[ssk4988's solution](#)

193.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2021-12-31 · Java 11 (first AC) · Tags: data structures, greedy, math, sortings
[ssk4988's solution](#)

194.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1000 · first AC: 2021-12-09 · Java 11 (first AC) · Tags: greedy, implementation, sortings
[ssk4988's solution](#)

195.

1611C

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

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-11-25 · Java 11 (first AC) · Tags: constructive algorithms
[ssk4988's solution](#)

196.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,297 global accepts · Rating: 1000 · first AC: 2021-11-25 · Java 11 (first AC) · Tags: math
[ssk4988's solution](#)

197.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,225 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[ssk4988's solution](#)

198.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,575 global accepts · Rating: 1100 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings
[ssk4988's solution](#)

199.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,441 global accepts · Rating: 1100 · first AC: 2025-06-03 · PyPy 3-64 (first AC) · Tags: brute force, greedy, two pointers
[ssk4988's solution](#)

200.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,885 global accepts · Rating: 1100 · first AC: 2025-06-03 · PyPy 3-64 (first AC) · Tags: brute force, dp, implementation, math
[ssk4988's solution](#)

201.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,805 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math
[ssk4988's solution](#)

202.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,124 global accepts · Rating: 1100 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings
[ssk4988's solution](#)

203.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy
[ssk4988's solution](#)

204.

2061B

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

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry
[ssk4988's solution](#)

205.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math
[ssk4988's solution](#)

206.

1991B

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

Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[ssk4988's solution](#)

207.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[ssk4988's solution](#)

208.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,955 global accepts · Rating: 1100 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[ssk4988's solution](#)

209.

1950D

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

Quality: 26,498 global accepts · Rating: 1100 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, number theory
[ssk4988's solution](#)

210.

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
[ssk4988's solution](#)

211.

1933C

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

Quality: 25,373 global accepts · Rating: 1100 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory
[ssk4988's solution](#)

212.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,511 global accepts · Rating: 1100 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[ssk4988's solution](#)

213.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,821 global accepts · Rating: 1100 · first AC: 2024-01-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings, two pointers

[ssk4988's solution](#)

214.

1917B

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

Quality: 36,366 global accepts · Rating: 1100 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[ssk4988's solution](#)

215.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,544 global accepts · Rating: 1100 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[ssk4988's solution](#)

216.

1872C

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

Quality: 26,390 global accepts · Rating: 1100 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[ssk4988's solution](#)

217.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[ssk4988's solution](#)

218.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[ssk4988's solution](#)

219.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[ssk4988's solution](#)

220.

1862C

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

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2023-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings

[ssk4988's solution](#)

221.

1850E

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

Quality: 35,008 global accepts · Rating: 1100 · first AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, implementation, math

[ssk4988's solution](#)

222.

1842B

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

Quality: 25,548 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[ssk4988's solution](#)

223.

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,592 global accepts · Rating: 1100 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[ssk4988's solution](#)

224.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,550 global accepts · Rating: 1100 · first AC: 2023-06-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[ssk4988's solution](#)

225.

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,726 global accepts · Rating: 1100 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math
[ssk4988's solution](#)

226.

1838B

[Minimize Permutation Subarrays](#) · [Tutorial](#)

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[ssk4988's solution](#)

227.

1787B

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

Quality: 14,892 global accepts · Rating: 1100 · first AC: 2023-01-29 · Java 11 (first AC) · Tags: greedy, math, number theory
[ssk4988's solution](#)

228.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,436 global accepts · Rating: 1100 · first AC: 2022-09-29 · Java 11 (first AC) · Tags: constructive algorithms, greedy, math
[ssk4988's solution](#)

229.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,269 global accepts · Rating: 1100 · first AC: 2022-08-13 · Java 11 (first AC) · Tags: greedy, sortings
[ssk4988's solution](#)

230.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · last AC: 2022-03-02 · Java 11 (first AC) · Tags: brute force, dfs and similar, implementation, sortings
[ssk4988's solution](#)

231.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-16 · Java 11 (first AC) · Tags: greedy, strings
[ssk4988's solution](#)

232.

1624C

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

Quality: 26,838 global accepts · Rating: 1100 · first AC: 2022-01-11 · Java 11 (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math
[ssk4988's solution](#)

233.

1609B

[William the Vigilant](#) · [Tutorial](#)

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-29 · Java 11 (first AC) · Tags: implementation, strings

[ssk4988's solution](#)

234.

1954C

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

Quality: 22,748 global accepts · Rating: 1200 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[ssk4988's solution](#)

235.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,518 global accepts · Rating: 1200 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[ssk4988's solution](#)

236.

2123D

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

Quality: 21,891 global accepts · Rating: 1200 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[ssk4988's solution](#)

237.

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,415 global accepts · Rating: 1200 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[ssk4988's solution](#)

238.

2005B2

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

Quality: 21,691 global accepts · Rating: 1200 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[ssk4988's solution](#)

239.

2062C

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

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

[ssk4988's solution](#)

240.

2053B

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

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

[ssk4988's solution](#)

241.

2048C

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

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

[ssk4988's solution](#)

242.

2046A

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

Quality: 16,814 global accepts · Rating: 1200 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[ssk4988's solution](#)

243.

2039C1

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

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[ssk4988's solution](#)

244.

2019B

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

Quality: 17,282 global accepts · Rating: 1200 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[ssk4988's solution](#)

245.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,821 global accepts · Rating: 1200 · first AC: 2024-10-11 · Rust 2021 (first AC) · Tags: brute force, greedy, math, number theory
[ssk4988's solution](#)

246.

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,745 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[ssk4988's solution](#)

247.

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
[ssk4988's solution](#)

248.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[ssk4988's solution](#)

249.

1975C

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

Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy
[ssk4988's solution](#)

250.

1941D

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

Quality: 20,939 global accepts · Rating: 1200 · first AC: 2024-03-11 · last AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation
[ssk4988's solution](#)

251.

1075B

[Taxi drivers and Lyft](#) · [Tutorial](#)

Quality: 4,527 global accepts · Rating: 1200 · first AC: 2024-03-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[ssk4988's solution](#)

252.

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

Quality: 34,409 global accepts · Rating: 1200 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games
[ssk4988's solution](#)

253.

1934B

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

Quality: 22,016 global accepts · Rating: 1200 · first AC: 2024-03-01 · last AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math
[ssk4988's solution](#)

254.

1933D

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

Quality: 23,529 global accepts · Rating: 1200 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy,

math, number theory, sortings

[ssk4988's solution](#)

255.

1355A

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

Quality: 28,802 global accepts · Rating: 1200 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[ssk4988's solution](#)

256.

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,439 global accepts · Rating: 1200 · first AC: 2024-02-22 · last AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[ssk4988's solution](#)

257.

1104B

[Game with string](#) · [Tutorial](#)

Quality: 16,848 global accepts · Rating: 1200 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[ssk4988's solution](#)

258.

1076B

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

Quality: 14,591 global accepts · Rating: 1200 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[ssk4988's solution](#)

259.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1200 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[ssk4988's solution](#)

260.

1149A

[Prefix Sum Primes](#) · [Tutorial](#)

Quality: 17,895 global accepts · Rating: 1200 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[ssk4988's solution](#)

261.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,817 global accepts · Rating: 1200 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[ssk4988's solution](#)

262.

1922B

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

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[ssk4988's solution](#)

263.

1583B

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

Quality: 13,251 global accepts · Rating: 1200 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[ssk4988's solution](#)

264.

1916C

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

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games,

greedy, implementation, math

[ssk4988's solution](#)

265.

1909B

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

Quality: 30,974 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[ssk4988's solution](#)

266.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,104 global accepts · Rating: 1200 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[ssk4988's solution](#)

267.

1874A

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

Quality: 19,389 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation

[ssk4988's solution](#)

268.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[ssk4988's solution](#)

269.

1872D

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

Quality: 38,846 global accepts · Rating: 1200 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: math

[ssk4988's solution](#)

270.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 1200 · first AC: 2023-08-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[ssk4988's solution](#)

271.

1859C

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

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[ssk4988's solution](#)

272.

1834C

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

Quality: 15,045 global accepts · Rating: 1200 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, strings

[ssk4988's solution](#)

273.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,632 global accepts · Rating: 1200 · first AC: 2022-11-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[ssk4988's solution](#)

274.

1738B

[Prefix Sum Addicts](#) · [Tutorial](#)

Quality: 18,795 global accepts · Rating: 1200 · first AC: 2022-09-30 · Java 11 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[ssk4988's solution](#)

275.

1657C

[Bracket Sequence Deletion](#) · [Tutorial](#)

Quality: 17,685 global accepts · Rating: 1200 · first AC: 2022-03-22 · Java 11 (first AC) · Tags: greedy, implementation

[ssk4988's solution](#)

276.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,720 global accepts · Rating: 1200 · first AC: 2021-12-31 · Java 11 (first AC) · Tags: binary search

[ssk4988's solution](#)

277.

1608B

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

Quality: 12,487 global accepts · Rating: 1200 · first AC: 2021-12-11 · Java 11 (first AC) · Tags: constructive algorithms, greedy

[ssk4988's solution](#)

278.

2170C

[Quotient and Remainder](#) · [Tutorial](#)

Quality: 11,250 global accepts · Rating: 1300 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[ssk4988's solution](#)

279.

2129A

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

Quality: 16,654 global accepts · Rating: 1300 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[ssk4988's solution](#)

280.

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,497 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[ssk4988's solution](#)

281.

2124C

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

Quality: 14,609 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[ssk4988's solution](#)

282.

2023A

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

Quality: 16,571 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[ssk4988's solution](#)

283.

2022B

[Kar Salesman](#) · [Tutorial](#)

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

[ssk4988's solution](#)

284.

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-12 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy

[ssk4988's solution](#)

285.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,707 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[ssk4988's solution](#)

286.

1984C1

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

Quality: 20,154 global accepts · Rating: 1300 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[ssk4988's solution](#)

287.

1981B

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

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

[ssk4988's solution](#)

288.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,482 global accepts · Rating: 1300 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[ssk4988's solution](#)

289.

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

[ssk4988's solution](#)

290.

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,715 global accepts · Rating: 1300 · first AC: 2024-03-10 · Python 3 (first AC) · Tags: binary search, math

[ssk4988's solution](#)

291.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2024-02-15 · PyPy 3-64 (first AC) · Tags: geometry, greedy, math

[ssk4988's solution](#)

292.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,639 global accepts · Rating: 1300 · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[ssk4988's solution](#)

293.

1927D

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

Quality: 33,186 global accepts · Rating: 1300 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[ssk4988's solution](#)

294.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[ssk4988's solution](#)

295.

1157C1

[Increasing Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 13,457 global accepts · Rating: 1300 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[ssk4988's solution](#)

296.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[ssk4988's solution](#)

297.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[ssk4988's solution](#)

298.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,843 global accepts · Rating: 1300 · first AC: 2023-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[ssk4988's solution](#)

299.

1851D

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

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ssk4988's solution](#)

300.

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,591 global accepts · Rating: 1300 · first AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[ssk4988's solution](#)

301.

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

[ssk4988's solution](#)

302.

1839C

[Insert Zero and Invert Prefix](#) · [Tutorial](#)

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2023-06-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[ssk4988's solution](#)

303.

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

[ssk4988's solution](#)

304.

1794C

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

Quality: 22,087 global accepts · Rating: 1300 · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[ssk4988's solution](#)

305.

1786B

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

Quality: 9,837 global accepts · Rating: 1300 · first AC: 2023-02-05 · Java 11 (first AC) · Tags: brute force, sortings

[ssk4988's solution](#)

306.

1768C

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

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2023-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[ssk4988's solution](#)

307.

1591C

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

Rating: 1300 · first AC: 2021-12-19 · Java 11 (first AC) · Tags: greedy, math

[ssk4988's solution](#)

308.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[ssk4988's solution](#)

309.

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,907 global accepts · Rating: 1400 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[ssk4988's solution](#)

310.

2111D

[Creating a Schedule](#) · [Tutorial](#)

Quality: 11,991 global accepts · Rating: 1400 · first AC: 2025-06-03 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[ssk4988's solution](#)

311.

2066A

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

Quality: 7,174 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive

[ssk4988's solution](#)

312.

2034C

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

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[ssk4988's solution](#)

313.

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[ssk4988's solution](#)

314.

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2024-09-12 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math

[ssk4988's solution](#)

315.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,599 global accepts · Rating: 1400 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms,

implementation

[ssk4988's solution](#)

316.

203C

[Photographer](#) · [Tutorial](#)

Quality: 6,063 global accepts · Rating: 1400 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[ssk4988's solution](#)

317.

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[ssk4988's solution](#)

318.

289B

[Polo the Penguin and Matrix](#) · [Tutorial](#)

Quality: 18,964 global accepts · Rating: 1400 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, sortings, ternary search

[ssk4988's solution](#)

319.

1883F

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

Quality: 11,865 global accepts · Rating: 1400 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[ssk4988's solution](#)

320.

435B

[Pasha Maximizes](#) · [Tutorial](#)

Quality: 7,561 global accepts · Rating: 1400 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[ssk4988's solution](#)

321.

358A

[Dima and Continuous Line](#) · [Tutorial](#)

Quality: 8,141 global accepts · Rating: 1400 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[ssk4988's solution](#)

322.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,100 global accepts · Rating: 1400 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings, two pointers

[ssk4988's solution](#)

323.

602B

[Approximating a Constant Range](#) · [Tutorial](#)

Quality: 12,079 global accepts · Rating: 1400 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, two pointers

[ssk4988's solution](#)

324.

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,468 global accepts · Rating: 1400 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[ssk4988's solution](#)

325.

19A

[World Football Cup](#) · [Tutorial](#)

Quality: 3,142 global accepts · Rating: 1400 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[ssk4988's solution](#)

326.

8B

[Obsession with Robots](#) · [Tutorial](#)

Quality: 4,966 global accepts · Rating: 1400 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[ssk4988's solution](#)

327.

41B

[Martian Dollar](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1400 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[ssk4988's solution](#)

328.

30A

[Accounting](#) · [Tutorial](#)

Quality: 3,990 global accepts · Rating: 1400 · first AC: 2024-05-26 · PyPy 3-64 (first AC) · Tags: brute force, math

[ssk4988's solution](#)

329.

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

[ssk4988's solution](#)

330.

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[ssk4988's solution](#)

331.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[ssk4988's solution](#)

332.

1929C

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

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[ssk4988's solution](#)

333.

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,741 global accepts · Rating: 1400 · first AC: 2024-02-13 · last AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[ssk4988's solution](#)

334.

1927E

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

Quality: 17,058 global accepts · Rating: 1400 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, two pointers

[ssk4988's solution](#)

335.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,672 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math

[ssk4988's solution](#)

336.

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,508 global accepts · Rating: 1400 · first AC: 2024-01-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[ssk4988's solution](#)

337.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,250 global accepts · Rating: 1400 · first AC: 2024-01-22 · last AC: 2024-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings
[ssk4988's solution](#)

338.

1919C

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

Quality: 28,590 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[ssk4988's solution](#)

339.

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
[ssk4988's solution](#)

340.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[ssk4988's solution](#)

341.

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,751 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings
[ssk4988's solution](#)

342.

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, sortings
[ssk4988's solution](#)

343.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
[ssk4988's solution](#)

344.

1895C

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

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math
[ssk4988's solution](#)

345.

1875C

[Jellyfish and Green Apple](#) · [Tutorial](#)

Quality: 13,881 global accepts · Rating: 1400 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, number theory
[ssk4988's solution](#)

346.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,969 global accepts · Rating: 1400 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[ssk4988's solution](#)

347.

1863D

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

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

[ssk4988's solution](#)

348.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[ssk4988's solution](#)

349.

1860C

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

Quality: 15,568 global accepts · Rating: 1400 · first AC: 2023-08-17 · last AC: 2023-08-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, games, greedy

[ssk4988's solution](#)

350.

1847C

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

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2023-08-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[ssk4988's solution](#)

351.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[ssk4988's solution](#)

352.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings

[ssk4988's solution](#)

353.

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,310 global accepts · Rating: 1400 · first AC: 2023-06-06 · last AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[ssk4988's solution](#)

354.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[ssk4988's solution](#)

355.

1830A

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

Quality: 20,327 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[ssk4988's solution](#)

356.

1824A

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

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2023-05-08 · last AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ssk4988's solution](#)

357.

1805C

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

Quality: 14,179 global accepts · Rating: 1400 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, geometry, math

[ssk4988's solution](#)

358.

1771B

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

Quality: 21,340 global accepts · Rating: 1400 · first AC: 2022-12-11 · Java 11 (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[ssk4988's solution](#)

359.

1758C

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

Quality: 15,261 global accepts · Rating: 1400 · first AC: 2022-11-25 · Java 11 (first AC) · Tags: greedy, number theory

[ssk4988's solution](#)

360.

1748B

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

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2022-11-12 · Java 11 (first AC) · Tags: brute force, implementation, strings

[ssk4988's solution](#)

361.

1701C

[Schedule Management](#) · [Tutorial](#)

Quality: 23,844 global accepts · Rating: 1400 · first AC: 2022-07-08 · Java 11 (first AC) · Tags: binary search, greedy, implementation, two pointers

[ssk4988's solution](#)

362.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,308 global accepts · Rating: 1400 · first AC: 2022-02-06 · Java 11 (first AC) · Tags: bitmasks, math

[ssk4988's solution](#)

363.

1629C

[Meximum Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-01-22 · Java 11 (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers

[ssk4988's solution](#)

364.

1624D

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

Quality: 19,081 global accepts · Rating: 1400 · first AC: 2022-01-11 · Java 11 (first AC) · Tags: binary search, greedy, sortings, strings

[ssk4988's solution](#)

365.

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-11-30 · Java 11 (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[ssk4988's solution](#)

366.

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,960 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[ssk4988's solution](#)

367.

2107C

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

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

[ssk4988's solution](#)

368.

2057C

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

Quality: 13,802 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[ssk4988's solution](#)

369.

2053C

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

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[ssk4988's solution](#)

370.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,797 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[ssk4988's solution](#)

371.

17B

[Hierarchy](#) · [Tutorial](#)

Quality: 6,119 global accepts · Rating: 1500 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, greedy, shortest paths

[ssk4988's solution](#)

372.

10B

[Cinema Cashier](#) · [Tutorial](#)

Quality: 2,054 global accepts · Rating: 1500 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[ssk4988's solution](#)

373.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,233 global accepts · Rating: 1500 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: hashing, implementation

[ssk4988's solution](#)

374.

24B

[F1 Champions](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 1500 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[ssk4988's solution](#)

375.

1950E

[Nearly Shortest Repeating Substring](#) · [Tutorial](#)

Quality: 17,432 global accepts · Rating: 1500 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory, strings

[ssk4988's solution](#)

376.

190C

[STL](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1500 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar

[ssk4988's solution](#)

377.

1933E

[Turtle vs. Rabbit Race: Optimal Trainings](#) · [Tutorial](#)

Quality: 13,625 global accepts · Rating: 1500 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, ternary search

[ssk4988's solution](#)

378.

1368B

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

Quality: 21,442 global accepts · Rating: 1500 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[ssk4988's solution](#)

379.

1419D2

[Sage's Birthday \(hard version\)](#) · [Tutorial](#)

Quality: 17,418 global accepts · Rating: 1500 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[ssk4988's solution](#)

380.

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,393 global accepts · Rating: 1500 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[ssk4988's solution](#)

381.

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[ssk4988's solution](#)

382.

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ssk4988's solution](#)

383.

1180B

[Nick and Array](#) · [Tutorial](#)

Quality: 10,107 global accepts · Rating: 1500 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ssk4988's solution](#)

384.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,311 global accepts · Rating: 1500 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[ssk4988's solution](#)

385.

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,886 global accepts · Rating: 1500 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[ssk4988's solution](#)

386.

1872E

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

Quality: 21,384 global accepts · Rating: 1500 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp

[ssk4988's solution](#)

387.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[ssk4988's solution](#)

388.

1851E

[Nastya and Potions](#) · [Tutorial](#)

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[ssk4988's solution](#)

389.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,477 global accepts · Rating: 1500 · first AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[ssk4988's solution](#)

390.

1842C

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

Quality: 16,499 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ssk4988's solution](#)

391.

1817A

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

Quality: 12,757 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[ssk4988's solution](#)

392.

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

[ssk4988's solution](#)

393.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[ssk4988's solution](#)

394.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[ssk4988's solution](#)

395.

1738C

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

Quality: 12,779 global accepts · Rating: 1500 · first AC: 2022-09-30 · Java 11 (first AC) · Tags: dp, games, greedy, math

[ssk4988's solution](#)

396.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-29 · Java 11 (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[ssk4988's solution](#)

397.

701C

[They Are Everywhere](#) · [Tutorial](#)

Quality: 19,796 global accepts · Rating: 1500 · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, strings, two pointers

[ssk4988's solution](#)

398.

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,897 global accepts · Rating: 1500 · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[ssk4988's solution](#)

399.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · Java 11 (first AC) · Tags: data structures, greedy, implementation

[ssk4988's solution](#)

400.

1611D

[Weights Assignment For Tree Edges](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2021-11-25 · Java 11 (first AC) · Tags: constructive algorithms, trees

[ssk4988's solution](#)

401.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,277 global accepts · Rating: 1600 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[ssk4988's solution](#)

402.

1920C

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

Quality: 19,925 global accepts · Rating: 1600 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[ssk4988's solution](#)

403.

2061D

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

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[ssk4988's solution](#)

404.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,964 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp

[ssk4988's solution](#)

405.

2048D

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

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[ssk4988's solution](#)

406.

2046B

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

Quality: 10,870 global accepts · Rating: 1600 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[ssk4988's solution](#)

407.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[ssk4988's solution](#)

408.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[ssk4988's solution](#)

409.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[ssk4988's solution](#)

410.

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2024-03-31 · PyPy 3-64 (first AC) · Tags: *special, implementation, number theory

[ssk4988's solution](#)

411.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1600 · first AC: 2024-03-12 · PyPy 3 (first AC) · Tags: —

[ssk4988's solution](#)

412.

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,934 global accepts · Rating: 1600 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[ssk4988's solution](#)

413.

603A

[Alternative Thinking](#) · [Tutorial](#)

Quality: 8,252 global accepts · Rating: 1600 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[ssk4988's solution](#)

414.

297B

[Fish Weight](#) · [Tutorial](#)

Quality: 3,766 global accepts · Rating: 1600 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[ssk4988's solution](#)

415.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[ssk4988's solution](#)

416.

1225C

[p-binary](#) · [Tutorial](#)

Quality: 9,788 global accepts · Rating: 1600 · first AC: 2024-02-21 · last AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, math

[ssk4988's solution](#)

417.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,389 global accepts · Rating: 1600 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[ssk4988's solution](#)

418.

1875D

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

Quality: 11,406 global accepts · Rating: 1600 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: dp

[ssk4988's solution](#)

419.

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,109 global accepts · Rating: 1600 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[ssk4988's solution](#)

420.

1861C

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

Quality: 12,315 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[ssk4988's solution](#)

421.

1862E

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

Quality: 12,786 global accepts · Rating: 1600 · first AC: 2023-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[ssk4988's solution](#)

422.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,299 global accepts · Rating: 1600 · first AC: 2023-08-20 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[ssk4988's solution](#)

423.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,336 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp

[ssk4988's solution](#)

424.

1840E

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

Quality: 9,309 global accepts · Rating: 1600 · first AC: 2023-06-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation

[ssk4988's solution](#)

425.

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

[ssk4988's solution](#)

426.

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
[ssk4988's solution](#)

427.

1782C

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

Rating: 1600 · first AC: 2023-01-15 · Java 11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings
[ssk4988's solution](#)

428.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,390 global accepts · Rating: 1600 · first AC: 2023-01-03 · Java 11 (first AC) · Tags: data structures, greedy
[ssk4988's solution](#)

429.

1771C

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

Quality: 11,598 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[ssk4988's solution](#)

430.

1748C

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

Quality: 13,010 global accepts · Rating: 1600 · first AC: 2022-11-12 · Java 11 (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[ssk4988's solution](#)

431.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,641 global accepts · Rating: 1600 · first AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory
[ssk4988's solution](#)

432.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory
[ssk4988's solution](#)

433.

814C

[An impassioned circulation of affection](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 1600 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, strings, two pointers
[ssk4988's solution](#)

434.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,073 global accepts · Rating: 1600 · first AC: 2022-01-30 · Java 11 (first AC) · Tags: binary search, bitmasks, brute force, dp, math
[ssk4988's solution](#)

435.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2021-12-31 · Java 11 (first AC) · Tags: binary search, brute force, greedy, sortings
[ssk4988's solution](#)

436.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,314 global accepts · Rating: 1600 · first AC: 2021-12-28 · Java 11 (first AC) · Tags: binary search, greedy
[ssk4988's solution](#)

437.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-30 · Java 11 (first AC) · Tags: dsu, graphs, greedy, implementation, trees
[ssk4988's solution](#)

438.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,402 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings
[ssk4988's solution](#)

439.

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers
[ssk4988's solution](#)

440.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation
[ssk4988's solution](#)

441.

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,762 global accepts · Rating: 1700 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory
[ssk4988's solution](#)

442.

2030D

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

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings
[ssk4988's solution](#)

443.

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings
[ssk4988's solution](#)

444.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees
[ssk4988's solution](#)

445.

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,491 global accepts · Rating: 1700 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, sortings
[ssk4988's solution](#)

446.

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy
[ssk4988's solution](#)

447.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[ssk4988's solution](#)

448.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,646 global accepts · Rating: 1700 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[ssk4988's solution](#)

449.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[ssk4988's solution](#)

450.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,625 global accepts · Rating: 1700 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: dp

[ssk4988's solution](#)

451.

2006A

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

Quality: 9,371 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[ssk4988's solution](#)

452.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[ssk4988's solution](#)

453.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[ssk4988's solution](#)

454.

1969C

[Minimizing the Sum](#) · [Tutorial](#)

Quality: 11,499 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[ssk4988's solution](#)

455.

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 1700 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[ssk4988's solution](#)

456.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[ssk4988's solution](#)

457.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,784 global accepts · Rating: 1700 · first AC: 2024-03-10 · Python 3 (first AC) · Tags: greedy, math, number theory

[ssk4988's solution](#)

458.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,075 global accepts · Rating: 1700 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[ssk4988's solution](#)

459.

1936A

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

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

[ssk4988's solution](#)

460.

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,099 global accepts · Rating: 1700 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[ssk4988's solution](#)

461.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,513 global accepts · Rating: 1700 · first AC: 2024-02-21 · last AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[ssk4988's solution](#)

462.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,369 global accepts · Rating: 1700 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[ssk4988's solution](#)

463.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,012 global accepts · Rating: 1700 · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs

[ssk4988's solution](#)

464.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[ssk4988's solution](#)

465.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[ssk4988's solution](#)

466.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[ssk4988's solution](#)

467.

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[ssk4988's solution](#)

468.

1836C

[k-th equality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[ssk4988's solution](#)

469.

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,478 global accepts · Rating: 1700 · first AC: 2023-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[ssk4988's solution](#)

470.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[ssk4988's solution](#)

471.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,421 global accepts · Rating: 1700 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[ssk4988's solution](#)

472.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[ssk4988's solution](#)

473.

126B

[Password](#) · [Tutorial](#)

Quality: 24,772 global accepts · Rating: 1700 · first AC: 2022-11-01 · last AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[ssk4988's solution](#)

474.

977F

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

Quality: 25,136 global accepts · Rating: 1700 · first AC: 2022-09-22 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ssk4988's solution](#)

475.

1000C

[Covered Points Count](#) · [Tutorial](#)

Quality: 8,439 global accepts · Rating: 1700 · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[ssk4988's solution](#)

476.

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[ssk4988's solution](#)

477.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[ssk4988's solution](#)

478.

1478C

[Nezzar and Symmetric Array](#) · [Tutorial](#)

Quality: 10,624 global accepts · Rating: 1700 · first AC: 2022-07-08 · Java 11 (first AC) · Tags: implementation, math, sortings

[ssk4988's solution](#)

479.

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1700 · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings

[ssk4988's solution](#)

480.

1699C

[The Third Problem](#) · [Tutorial](#)

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-04 · Java 11 (first AC) · Tags: combinatorics, constructive algorithms, math

[ssk4988's solution](#)

481.

1629D

[Peculiar Movie Preferences](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-01-22 · Java 11 (first AC) · Tags: greedy, strings

[ssk4988's solution](#)

482.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,811 global accepts · Rating: 1700 · first AC: 2022-01-16 · Java 11 (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[ssk4988's solution](#)

483.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-04 · last AC: 2022-01-04 · Java 11 (first AC) · Tags: dfs and similar, interactive, math

[ssk4988's solution](#)

484.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · Java 11 (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[ssk4988's solution](#)

485.

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1700 · first AC: 2021-11-25 · Java 11 (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[ssk4988's solution](#)

486.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,082 global accepts · Rating: 1800 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[ssk4988's solution](#)

487.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,199 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[ssk4988's solution](#)

488.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[ssk4988's solution](#)

489.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[ssk4988's solution](#)

490.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,072 global accepts · Rating: 1800 · first AC: 2025-01-17 · last AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[ssk4988's solution](#)

491.

2043D

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

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory

[ssk4988's solution](#)

492.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2024-11-28 · last AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[ssk4988's solution](#)

493.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[ssk4988's solution](#)

494.

2035D

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

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[ssk4988's solution](#)

495.

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,415 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[ssk4988's solution](#)

496.

1637D

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

Quality: 8,922 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[ssk4988's solution](#)

497.

2006B

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

Quality: 4,358 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[ssk4988's solution](#)

498.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[ssk4988's solution](#)

499.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

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500.

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[ssk4988's solution](#)

501.

1286B

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Quality: 5,469 global accepts · Rating: 1800 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[ssk4988's solution](#)

502.

1922E

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

Quality: 9,090 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[ssk4988's solution](#)

503.

1870D

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Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[ssk4988's solution](#)

504.

1872F

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Quality: 7,537 global accepts · Rating: 1800 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

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505.

1862F

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506.

1859D

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[ssk4988's solution](#)

507.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
[ssk4988's solution](#)

508.

1851F

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Quality: 7,429 global accepts · Rating: 1800 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, strings, trees
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509.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,014 global accepts · Rating: 1800 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers
[ssk4988's solution](#)

510.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, strings
[ssk4988's solution](#)

511.

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities, trees
[ssk4988's solution](#)

512.

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees
[ssk4988's solution](#)

513.

1809D

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Quality: 7,279 global accepts · Rating: 1800 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[ssk4988's solution](#)

514.

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory
[ssk4988's solution](#)

515.

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-11-25 · Java 11 (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers
[ssk4988's solution](#)

516.

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,061 global accepts · Rating: 1800 · first AC: 2022-09-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, strings
[ssk4988's solution](#)

517.

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2022-08-14 · Java 11 (first AC) · Tags: binary search, dp

[ssk4988's solution](#)

518.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2021-11-25 · Java 11 (first AC) · Tags: binary search, data structures, two pointers

[ssk4988's solution](#)

519.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,317 global accepts · Rating: 1900 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[ssk4988's solution](#)

520.

2129C1

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

Quality: 3,862 global accepts · Rating: 1900 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[ssk4988's solution](#)

521.

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: 1900 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, strings

[ssk4988's solution](#)

522.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[ssk4988's solution](#)

523.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[ssk4988's solution](#)

524.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,994 global accepts · Rating: 1900 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, math

[ssk4988's solution](#)

525.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[ssk4988's solution](#)

526.

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[ssk4988's solution](#)

527.

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1900 · first AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[ssk4988's solution](#)

528.

2053E

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

[ssk4988's solution](#)

529.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[ssk4988's solution](#)

530.

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[ssk4988's solution](#)

531.

1744E2

[Divisible Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1900 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[ssk4988's solution](#)

532.

1650E

[Rescheduling the Exam](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1900 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[ssk4988's solution](#)

533.

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 1900 · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[ssk4988's solution](#)

534.

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1900 · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[ssk4988's solution](#)

535.

1980F1

[Field Division \(easy version\)](#) · [Tutorial](#)

Quality: 4,393 global accepts · Rating: 1900 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, sortings

[ssk4988's solution](#)

536.

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[ssk4988's solution](#)

537.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[ssk4988's solution](#)

538.

2022D1

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

Quality: 4,019 global accepts · Rating: 1900 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[ssk4988's solution](#)

539.

2021C2

[Adjust The Presentation \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-12 · Rust 2021 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[ssk4988's solution](#)

540.

2001D

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

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[ssk4988's solution](#)

541.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[ssk4988's solution](#)

542.

1991D

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

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

[ssk4988's solution](#)

543.

1991E

[Coloring Game](#) · [Tutorial](#)

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

[ssk4988's solution](#)

544.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[ssk4988's solution](#)

545.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,412 global accepts · Rating: 1900 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[ssk4988's solution](#)

546.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[ssk4988's solution](#)

547.

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,079 global accepts · Rating: 1900 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[ssk4988's solution](#)

548.

1938C

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

Quality: 1,830 global accepts · Rating: 1900 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[ssk4988's solution](#)

549.

1929D

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

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[ssk4988's solution](#)

550.

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,391 global accepts · Rating: 1900 · first AC: 2024-02-06 · last AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[ssk4988's solution](#)

551.

1918D

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

Quality: 6,195 global accepts · Rating: 1900 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[ssk4988's solution](#)

552.

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,115 global accepts · Rating: 1900 · first AC: 2024-01-22 · last AC: 2024-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[ssk4988's solution](#)

553.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[ssk4988's solution](#)

554.

1909D

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

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555.

613A

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Quality: 3,429 global accepts · Rating: 1900 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, ternary search

[ssk4988's solution](#)

556.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[ssk4988's solution](#)

557.

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,934 global accepts · Rating: 1900 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[ssk4988's solution](#)

558.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,597 global accepts · Rating: 1900 · first AC: 2023-08-12 · last AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[ssk4988's solution](#)

559.

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-08-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[ssk4988's solution](#)

560.

1800F

[Dasha and Nightmares](#) · [Tutorial](#)

Quality: 4,751 global accepts · Rating: 1900 · first AC: 2023-07-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

[ssk4988's solution](#)

561.

1842D

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

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[ssk4988's solution](#)

562.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[ssk4988's solution](#)

563.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

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564.

1794D

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

Quality: 4,486 global accepts · Rating: 1900 · first AC: 2023-03-04 · last AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[ssk4988's solution](#)

565.

1786D

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[ssk4988's solution](#)

566.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[ssk4988's solution](#)

567.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · Java 11 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[ssk4988's solution](#)

568.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2022-09-29 · Java 11 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[ssk4988's solution](#)

569.

321B

[Ciel and Duel](#) · [Tutorial](#)

Quality: 3,837 global accepts · Rating: 1900 · first AC: 2022-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy

[ssk4988's solution](#)

570.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-09 · Java 11 (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[ssk4988's solution](#)

571.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2021-12-31 · Java 11 (first AC) · Tags: dp, math

[ssk4988's solution](#)

572.

1591D

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

Rating: 1900 · first AC: 2021-12-19 · Java 11 (first AC) · Tags: constructive algorithms, data structures, math, sortings

[ssk4988's solution](#)

573.

1611E2

[Escape The Maze \(hard version\)](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 1900 · first AC: 2021-11-26 · Java 11 (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[ssk4988's solution](#)

574.

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,864 global accepts · Rating: 2000 · first AC: 2026-04-25 · last AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[ssk4988's solution](#)

575.

2129C2

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

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[ssk4988's solution](#)

576.

2096D

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

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[ssk4988's solution](#)

577.

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2000 · first AC: 2025-05-18 · PyPy 3-64 (first AC) · Tags: combinatorics, greedy

[ssk4988's solution](#)

578.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · last AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[ssk4988's solution](#)

579.

2061E

[Kevin and And](#) · [Tutorial](#)

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

[ssk4988's solution](#)

580.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[ssk4988's solution](#)

581.

2048E

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

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[ssk4988's solution](#)

582.

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs

[ssk4988's solution](#)

583.

1764D

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

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[ssk4988's solution](#)

584.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[ssk4988's solution](#)

585.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[ssk4988's solution](#)

586.

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 2000 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[ssk4988's solution](#)

587.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[ssk4988's solution](#)

588.

1984D

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

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[ssk4988's solution](#)

589.

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: hashing, implementation, math, strings

[ssk4988's solution](#)

590.

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[ssk4988's solution](#)

591.

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

[ssk4988's solution](#)

592.

1931G

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

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[ssk4988's solution](#)

593.

291E

[Tree-String Problem](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2000 · first AC: 2024-02-10 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, hashing, strings

[ssk4988's solution](#)

594.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,130 global accepts · Rating: 2000 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[ssk4988's solution](#)

595.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2023-10-27 · last AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[ssk4988's solution](#)

596.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,789 global accepts · Rating: 2000 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees
[ssk4988's solution](#)

597.

1872G

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

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2023-09-08 · last AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[ssk4988's solution](#)

598.

1862G

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

Quality: 3,456 global accepts · Rating: 2000 · first AC: 2023-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, sortings
[ssk4988's solution](#)

599.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,452 global accepts · Rating: 2000 · first AC: 2023-08-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, two pointers
[ssk4988's solution](#)

600.

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,046 global accepts · Rating: 2000 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers
[ssk4988's solution](#)

601.

1841D

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

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, two pointers
[ssk4988's solution](#)

602.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees
[ssk4988's solution](#)

603.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
[ssk4988's solution](#)

604.

1451E1

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

Quality: 4,922 global accepts · Rating: 2000 · first AC: 2023-01-21 · Java 11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[ssk4988's solution](#)

605.

432D

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

Quality: 11,994 global accepts · Rating: 2000 · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers
[ssk4988's solution](#)

606.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,106 global accepts · Rating: 2000 · first AC: 2022-08-14 · Java 11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[ssk4988's solution](#)

607.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-04-04 · Java 11 (first AC) · Tags: binary search, brute force, greedy, math, sortings

[ssk4988's solution](#)

608.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-06 · Java 11 (first AC) · Tags: constructive algorithms, interactive, math

[ssk4988's solution](#)

609.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 2000 · first AC: 2022-02-01 · Java 11 (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[ssk4988's solution](#)

610.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-11 · Java 11 (first AC) · Tags: binary search, constructive algorithms, interactive

[ssk4988's solution](#)

611.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2022-01-01 · Java 11 (first AC) · Tags: dfs and similar, graphs

[ssk4988's solution](#)

612.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2021-12-31 · Java 11 (first AC) · Tags: combinatorics, math, two pointers

[ssk4988's solution](#)

613.

859E

[Desk Disorder](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, trees

[ssk4988's solution](#)

614.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[ssk4988's solution](#)

615.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,828 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[ssk4988's solution](#)

616.

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings

[ssk4988's solution](#)

617.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,983 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[ssk4988's solution](#)

618.

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[ssk4988's solution](#)

619.

2107D

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

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

[ssk4988's solution](#)

620.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2025-04-30 · last AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[ssk4988's solution](#)

621.

1920E

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

Quality: 3,384 global accepts · Rating: 2100 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[ssk4988's solution](#)

622.

2005E1

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

Quality: 3,323 global accepts · Rating: 2100 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, implementation

[ssk4988's solution](#)

623.

1799D2

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

Quality: 3,063 global accepts · Rating: 2100 · first AC: 2025-01-21 · last AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[ssk4988's solution](#)

624.

2061F1

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

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[ssk4988's solution](#)

625.

2004E

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

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[ssk4988's solution](#)

626.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[ssk4988's solution](#)

627.

2031E

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

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[ssk4988's solution](#)

628.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[ssk4988's solution](#)

629.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,946 global accepts · Rating: 2100 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[ssk4988's solution](#)

630.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[ssk4988's solution](#)

631.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2024-12-14 · last AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[ssk4988's solution](#)

632.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[ssk4988's solution](#)

633.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2100 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[ssk4988's solution](#)

634.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[ssk4988's solution](#)

635.

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, games, math

[ssk4988's solution](#)

636.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation

[ssk4988's solution](#)

637.

837E

[Vasya's Function](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math

[ssk4988's solution](#)

638.

2000G

[Call During the Journey](#) · [Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-08-14 · last AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[ssk4988's solution](#)

639.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · last AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[ssk4988's solution](#)

640.

348B

[Apple Tree](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2100 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, number theory, trees

[ssk4988's solution](#)

641.

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[ssk4988's solution](#)

642.

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

[ssk4988's solution](#)

643.

1938J

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

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[ssk4988's solution](#)

644.

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

[ssk4988's solution](#)

645.

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2100 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[ssk4988's solution](#)

646.

895D

[String Mark](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 2100 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, strings
[ssk4988's solution](#)

647.

665E

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

Quality: 4,426 global accepts · Rating: 2100 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, strings, trees
[ssk4988's solution](#)

648.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings
[ssk4988's solution](#)

649.

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
[ssk4988's solution](#)

650.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,768 global accepts · Rating: 2100 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[ssk4988's solution](#)

651.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, trees
[ssk4988's solution](#)

652.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings
[ssk4988's solution](#)

653.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,413 global accepts · Rating: 2100 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[ssk4988's solution](#)

654.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[ssk4988's solution](#)

655.

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[ssk4988's solution](#)

656.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,193 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[ssk4988's solution](#)

657.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[ssk4988's solution](#)

658.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-08-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[ssk4988's solution](#)

659.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,791 global accepts · Rating: 2100 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, interactive

[ssk4988's solution](#)

660.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2100 · first AC: 2023-06-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings

[ssk4988's solution](#)

661.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2023-06-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[ssk4988's solution](#)

662.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,709 global accepts · Rating: 2100 · first AC: 2023-06-04 · last AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[ssk4988's solution](#)

663.

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-05-04 · last AC: 2023-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[ssk4988's solution](#)

664.

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[ssk4988's solution](#)

665.

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[ssk4988's solution](#)

666.

1808D

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

Quality: 2,709 global accepts · Rating: 2100 · first AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, two pointers

[ssk4988's solution](#)

667.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,909 global accepts · Rating: 2100 · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[ssk4988's solution](#)

668.

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[ssk4988's solution](#)

669.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[ssk4988's solution](#)

670.

1748D

[ConstructOR](#) · [Tutorial](#)

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

[ssk4988's solution](#)

671.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,646 global accepts · Rating: 2100 · first AC: 2022-09-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[ssk4988's solution](#)

672.

920E

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

Quality: 7,750 global accepts · Rating: 2100 · first AC: 2022-08-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[ssk4988's solution](#)

673.

818F

[Level Generation](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2022-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, ternary search

[ssk4988's solution](#)

674.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,730 global accepts · Rating: 2100 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[ssk4988's solution](#)

675.

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2022-01-20 · Java 11 (first AC) · Tags: binary search, brute force, greedy, math

[ssk4988's solution](#)

676.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-04 · Java 11 (first AC) · Tags: constructive algorithms, greedy, math
[ssk4988's solution](#)

677.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory
[ssk4988's solution](#)

678.

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-06 · PyPy 3-64 (first AC) · Tags: games, greedy, math
[ssk4988's solution](#)

679.

2108D

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

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, interactive
[ssk4988's solution](#)

680.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2200 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math, ternary search
[ssk4988's solution](#)

681.

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math
[ssk4988's solution](#)

682.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · last AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees
[ssk4988's solution](#)

683.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp
[ssk4988's solution](#)

684.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees
[ssk4988's solution](#)

685.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, number theory
[ssk4988's solution](#)

686.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[ssk4988's solution](#)

687.

1789D

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

Quality: 1,932 global accepts · Rating: 2200 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[ssk4988's solution](#)

688.

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[ssk4988's solution](#)

689.

2033G

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

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[ssk4988's solution](#)

690.

1832E

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

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp

[ssk4988's solution](#)

691.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[ssk4988's solution](#)

692.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,492 global accepts · Rating: 2200 · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graph matchings, math

[ssk4988's solution](#)

693.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[ssk4988's solution](#)

694.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[ssk4988's solution](#)

695.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[ssk4988's solution](#)

696.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math
[ssk4988's solution](#)

697.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2024-09-21 · last AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[ssk4988's solution](#)

698.

1991F

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

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[ssk4988's solution](#)

699.

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

[ssk4988's solution](#)

700.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[ssk4988's solution](#)

701.

1918E

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

Quality: 2,065 global accepts · Rating: 2200 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[ssk4988's solution](#)

702.

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

[ssk4988's solution](#)

703.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy

[ssk4988's solution](#)

704.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[ssk4988's solution](#)

705.

1736D

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

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[ssk4988's solution](#)

706.

1784C

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

Quality: 1,958 global accepts · Rating: 2200 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[ssk4988's solution](#)

707.

1788E

[Sum Over Zero · Tutorial](#)

Quality: 3,292 global accepts · Rating: 2200 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp
[ssk4988's solution](#)

708.

1646E

[Power Board · Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2023-08-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory
[ssk4988's solution](#)

709.

1860D

[Balanced String · Tutorial](#)

Quality: 3,602 global accepts · Rating: 2200 · first AC: 2023-08-22 · C++17 (GCC 7-32) (first AC) · Tags: dp
[ssk4988's solution](#)

710.

1858D

[Trees and Segments · Tutorial](#)

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers
[ssk4988's solution](#)

711.

1800G

[Symmetree · Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-07-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, hashing, implementation, trees
[ssk4988's solution](#)

712.

1840F

[Railguns · Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs
[ssk4988's solution](#)

713.

1841E

[Fill the Matrix · Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math
[ssk4988's solution](#)

714.

1840G1

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

Quality: 2,797 global accepts · Rating: 2200 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities
[ssk4988's solution](#)

715.

1822G2

[Magic Triples \(Hard Version\) · Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory
[ssk4988's solution](#)

716.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[ssk4988's solution](#)

717.

1808E1

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

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-04-08 · last AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[ssk4988's solution](#)

718.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[ssk4988's solution](#)

719.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,450 global accepts · Rating: 2200 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[ssk4988's solution](#)

720.

2129C3

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

Quality: 1,664 global accepts · Rating: 2300 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[ssk4988's solution](#)

721.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,572 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[ssk4988's solution](#)

722.

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-05-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[ssk4988's solution](#)

723.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy

[ssk4988's solution](#)

724.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, shortest paths

[ssk4988's solution](#)

725.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[ssk4988's solution](#)

726.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[ssk4988's solution](#)

727.

2057E1

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · last AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[ssk4988's solution](#)

728.

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[ssk4988's solution](#)

729.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2024-12-14 · last AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[ssk4988's solution](#)

730.

1849E

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

Quality: 2,183 global accepts · Rating: 2300 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[ssk4988's solution](#)

731.

1712E1

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

Quality: 2,461 global accepts · Rating: 2300 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[ssk4988's solution](#)

732.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[ssk4988's solution](#)

733.

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-13 · Rust 2021 (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[ssk4988's solution](#)

734.

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

[ssk4988's solution](#)

735.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp
[ssk4988's solution](#)

736.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[ssk4988's solution](#)

737.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[ssk4988's solution](#)

738.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · last AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[ssk4988's solution](#)

739.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[ssk4988's solution](#)

740.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[ssk4988's solution](#)

741.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[ssk4988's solution](#)

742.

1861E

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

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[ssk4988's solution](#)

743.

1706E

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

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[ssk4988's solution](#)

744.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2300 · first AC: 2024-02-20 · last AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy

[ssk4988's solution](#)

745.

1929F

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

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[ssk4988's solution](#)

746.

1929E

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

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[ssk4988's solution](#)

747.

1919F1

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

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[ssk4988's solution](#)

748.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[ssk4988's solution](#)

749.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[ssk4988's solution](#)

750.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[ssk4988's solution](#)

751.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2023-12-12 · last AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[ssk4988's solution](#)

752.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2023-12-07 · last AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[ssk4988's solution](#)

753.

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[ssk4988's solution](#)

754.

812E

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

Quality: 1,326 global accepts · Rating: 2300 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: games, trees

[ssk4988's solution](#)

755.

1895E

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

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-05 · 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

[ssk4988's solution](#)

756.

1798E

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

Quality: 2,063 global accepts · Rating: 2300 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[ssk4988's solution](#)

757.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[ssk4988's solution](#)

758.

1874C

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

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[ssk4988's solution](#)

759.

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2023-09-18 · last AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[ssk4988's solution](#)

760.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-07-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, greedy, math

[ssk4988's solution](#)

761.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[ssk4988's solution](#)

762.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,718 global accepts · Rating: 2300 · first AC: 2023-06-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices

[ssk4988's solution](#)

763.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2023-05-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs

[ssk4988's solution](#)

764.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[ssk4988's solution](#)

765.

1824B2

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

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, math,

probabilities, trees

[ssk4988's solution](#)

766.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 2300 · first AC: 2022-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[ssk4988's solution](#)

767.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[ssk4988's solution](#)

768.

2096E

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

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[ssk4988's solution](#)

769.

794D

[Labelling Cities](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, hashing

[ssk4988's solution](#)

770.

2086E

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

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

[ssk4988's solution](#)

771.

2052B

[BitBitJump](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2025-03-31 · last AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[ssk4988's solution](#)

772.

2073D

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2400 · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ssk4988's solution](#)

773.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[ssk4988's solution](#)

774.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,200 global accepts · Rating: 2400 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, string suffix structures, strings

[ssk4988's solution](#)

775.

866D

[Buy Low Sell High](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[ssk4988's solution](#)

776.

2066D1

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

Quality: 1,442 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[ssk4988's solution](#)

777.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[ssk4988's solution](#)

778.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[ssk4988's solution](#)

779.

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[ssk4988's solution](#)

780.

1832D2

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

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[ssk4988's solution](#)

781.

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[ssk4988's solution](#)

782.

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2024-12-18 · last AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[ssk4988's solution](#)

783.

1780E

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

Quality: 1,729 global accepts · Rating: 2400 · first AC: 2024-12-17 · last AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[ssk4988's solution](#)

784.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[ssk4988's solution](#)

785.

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math
[ssk4988's solution](#)

786.

1329C

[Brazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[ssk4988's solution](#)

787.

733E

[Sleep in Class](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, math, two pointers

[ssk4988's solution](#)

788.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[ssk4988's solution](#)

789.

1152E

[Neko and Flashback](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[ssk4988's solution](#)

790.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[ssk4988's solution](#)

791.

1107G

[Vasya and Maximum Profit](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu

[ssk4988's solution](#)

792.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[ssk4988's solution](#)

793.

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, games, math

[ssk4988's solution](#)

794.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[ssk4988's solution](#)

795.

822E

[Liar](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, hashing, string suffix structures

[ssk4988's solution](#)

796.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2400 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[ssk4988's solution](#)

797.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[ssk4988's solution](#)

798.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[ssk4988's solution](#)

799.

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

[ssk4988's solution](#)

800.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[ssk4988's solution](#)

801.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[ssk4988's solution](#)

802.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[ssk4988's solution](#)

803.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[ssk4988's solution](#)

804.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, interactive

[ssk4988's solution](#)

805.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[ssk4988's solution](#)

806.

1738F

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

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[ssk4988's solution](#)

807.

1736C2

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

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[ssk4988's solution](#)

808.

1943D1

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

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[ssk4988's solution](#)

809.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[ssk4988's solution](#)

810.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 2400 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees

[ssk4988's solution](#)

811.

1044D

[Deduction Queries](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2400 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu

[ssk4988's solution](#)

812.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[ssk4988's solution](#)

813.

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,786 global accepts · Rating: 2400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: dp

[ssk4988's solution](#)

814.

1879E

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

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[ssk4988's solution](#)

815.

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, two pointers
[ssk4988's solution](#)

816.

720B

[Cactusophobia](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: 2400 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, flows
[ssk4988's solution](#)

817.

1017E

[The Supersonic Rocket](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2024-04-02 · last AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: geometry, hashing, strings
[ssk4988's solution](#)

818.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[ssk4988's solution](#)

819.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2400 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[ssk4988's solution](#)

820.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, two pointers
[ssk4988's solution](#)

821.

835E

[The penguin's game](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive
[ssk4988's solution](#)

822.

1182D

[Complete Mirror](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, hashing, implementation, trees
[ssk4988's solution](#)

823.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, trees
[ssk4988's solution](#)

824.

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths
[ssk4988's solution](#)

825.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 2400 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide

and conquer, dp, two pointers

[ssk4988's solution](#)

826.

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[ssk4988's solution](#)

827.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[ssk4988's solution](#)

828.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[ssk4988's solution](#)

829.

1251E2

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

Quality: 2,952 global accepts · Rating: 2400 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[ssk4988's solution](#)

830.

886E

[Maximum Element](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2400 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[ssk4988's solution](#)

831.

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2024-03-11 · C++20 (GCC 13-64) (first AC) · Tags: fft, geometry, number theory

[ssk4988's solution](#)

832.

416D

[Population Size](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[ssk4988's solution](#)

833.

780F

[Axel and Marston in Bitland](#) · [Tutorial](#)

Quality: 1,270 global accepts · Rating: 2400 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, matrices

[ssk4988's solution](#)

834.

920D

[Tanks](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2400 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[ssk4988's solution](#)

835.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[ssk4988's solution](#)

836.

1374F

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

Quality: 1,398 global accepts · Rating: 2400 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[ssk4988's solution](#)

837.

1482F

[Useful Edges](#) · [Tutorial](#)

Quality: 1,761 global accepts · Rating: 2400 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[ssk4988's solution](#)

838.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[ssk4988's solution](#)

839.

1144G

[Two Merged Sequences](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[ssk4988's solution](#)

840.

1263F

[Economic Difficulties](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2400 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees

[ssk4988's solution](#)

841.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,403 global accepts · Rating: 2400 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[ssk4988's solution](#)

842.

633E

[Startup Funding](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2400 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, probabilities, two pointers

[ssk4988's solution](#)

843.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, number theory

[ssk4988's solution](#)

844.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[ssk4988's solution](#)

845.

161C

[Abracadabra](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer

[ssk4988's solution](#)

846.

1617D2

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

Quality: 2,032 global accepts · Rating: 2400 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[ssk4988's solution](#)

847.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[ssk4988's solution](#)

848.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[ssk4988's solution](#)

849.

283D

[Cows and Cool Sequences](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[ssk4988's solution](#)

850.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,615 global accepts · Rating: 2400 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry

[ssk4988's solution](#)

851.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

[ssk4988's solution](#)

852.

825F

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

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing, string suffix structures, strings

[ssk4988's solution](#)

853.

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

[ssk4988's solution](#)

854.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · last AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[ssk4988's solution](#)

855.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings

[ssk4988's solution](#)

856.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[ssk4988's solution](#)

857.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, strings

[ssk4988's solution](#)

858.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[ssk4988's solution](#)

859.

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[ssk4988's solution](#)

860.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[ssk4988's solution](#)

861.

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2023-11-17 · last AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[ssk4988's solution](#)

862.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[ssk4988's solution](#)

863.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,834 global accepts · Rating: 2400 · first AC: 2023-09-06 · last AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, matrices

[ssk4988's solution](#)

864.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[ssk4988's solution](#)

865.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ssk4988's solution](#)

866.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2023-06-06 · last AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp
[ssk4988's solution](#)

867.

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,320 global accepts · Rating: 2400 · first AC: 2023-06-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, trees
[ssk4988's solution](#)

868.

1830C

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

Quality: 2,190 global accepts · Rating: 2400 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings
[ssk4988's solution](#)

869.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees
[ssk4988's solution](#)

870.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities
[ssk4988's solution](#)

871.

1817C

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

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[ssk4988's solution](#)

872.

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2023-03-30 · last AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math
[ssk4988's solution](#)

873.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs
[ssk4988's solution](#)

874.

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,766 global accepts · Rating: 2400 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, string suffix structures, strings
[ssk4988's solution](#)

875.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-03-15 · Java 11 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs
[ssk4988's solution](#)

876.

1626E

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

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2022-01-20 · Java 11 (first AC) · Tags: dfs and similar, greedy, trees

[ssk4988's solution](#)

877.

1611G

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

Quality: 741 global accepts · Rating: 2500 · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graph matchings, greedy

[ssk4988's solution](#)

878.

1920F1

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

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[ssk4988's solution](#)

879.

2005E2

[Subtangle Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2500 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, games, greedy, implementation

[ssk4988's solution](#)

880.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[ssk4988's solution](#)

881.

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2025-01-17 · last AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees

[ssk4988's solution](#)

882.

1789E

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

Quality: 968 global accepts · Rating: 2500 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math, number theory

[ssk4988's solution](#)

883.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[ssk4988's solution](#)

884.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[ssk4988's solution](#)

885.

1712E2

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

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[ssk4988's solution](#)

886.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · last AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[ssk4988's solution](#)

887.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,015 global accepts · Rating: 2500 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[ssk4988's solution](#)

888.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[ssk4988's solution](#)

889.

2022E1

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

Quality: 760 global accepts · Rating: 2500 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, binary search, combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[ssk4988's solution](#)

890.

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-10-13 · Rust 2021 (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[ssk4988's solution](#)

891.

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2024-10-13 · Rust 2021 (first AC) · Tags: dp, greedy, implementation

[ssk4988's solution](#)

892.

1423H

[Virus](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2024-09-20 · last AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs

[ssk4988's solution](#)

893.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[ssk4988's solution](#)

894.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[ssk4988's solution](#)

895.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[ssk4988's solution](#)

896.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,282 global accepts · Rating: 2500 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[ssk4988's solution](#)

897.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: dp

[ssk4988's solution](#)

898.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[ssk4988's solution](#)

899.

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[ssk4988's solution](#)

900.

1918F

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

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-02-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[ssk4988's solution](#)

901.

1922F

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

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2024-01-19 · last AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, graph matchings

[ssk4988's solution](#)

902.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[ssk4988's solution](#)

903.

1909F2

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

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[ssk4988's solution](#)

904.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[ssk4988's solution](#)

905.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[ssk4988's solution](#)

906.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math
[ssk4988's solution](#)

907.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees
[ssk4988's solution](#)

908.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math
[ssk4988's solution](#)

909.

1814D

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

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2023-06-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math, two pointers
[ssk4988's solution](#)

910.

1838E

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

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[ssk4988's solution](#)

911.

1840G2

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

Quality: 1,188 global accepts · Rating: 2500 · first AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities
[ssk4988's solution](#)

912.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2023-06-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees
[ssk4988's solution](#)

913.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, graphs, math
[ssk4988's solution](#)

914.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees
[ssk4988's solution](#)

915.

1808E2

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

Quality: 847 global accepts · Rating: 2500 · first AC: 2023-04-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices
[ssk4988's solution](#)

916.

1809F

[Traveling in Berland](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2500 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation

[ssk4988's solution](#)

917.

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, math

[ssk4988's solution](#)

918.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[ssk4988's solution](#)

919.

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2500 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, two pointers

[ssk4988's solution](#)

920.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2022-12-06 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[ssk4988's solution](#)

921.

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2022-01-01 · last AC: 2022-01-01 · Java 11 (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[ssk4988's solution](#)

922.

2129D

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

Quality: 951 global accepts · Rating: 2600 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[ssk4988's solution](#)

923.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[ssk4988's solution](#)

924.

2107E

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

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

[ssk4988's solution](#)

925.

1793E

[Velepin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[ssk4988's solution](#)

926.

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2025-01-10 · last AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, fft

[ssk4988's solution](#)

927.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[ssk4988's solution](#)

928.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[ssk4988's solution](#)

929.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, interactive, math

[ssk4988's solution](#)

930.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[ssk4988's solution](#)

931.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[ssk4988's solution](#)

932.

1863F

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

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[ssk4988's solution](#)

933.

1970D2

[Arithmancy \(Medium\)](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 2600 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, probabilities, strings

[ssk4988's solution](#)

934.

1977E

[Tensor](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[ssk4988's solution](#)

935.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, interactive, trees

[ssk4988's solution](#)

936.

2022E2

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

Quality: 708 global accepts · Rating: 2600 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dsu, graphs

[ssk4988's solution](#)

937.

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

[ssk4988's solution](#)

938.

2002F1

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

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[ssk4988's solution](#)

939.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-21 · last AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[ssk4988's solution](#)

940.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2600 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[ssk4988's solution](#)

941.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, probabilities, trees

[ssk4988's solution](#)

942.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2023-05-31 · last AC: 2023-05-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu

[ssk4988's solution](#)

943.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2025-04-10 · last AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, trees

[ssk4988's solution](#)

944.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2700 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[ssk4988's solution](#)

945.

2068H

[Statues](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2700 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[ssk4988's solution](#)

946.

1109E

[Sasha and a Very Easy Test](#) · Tutorial

Quality: 599 global accepts · Rating: 2700 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, number theory

[ssk4988's solution](#)

947.

383E

[Vowels](#) · Tutorial

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[ssk4988's solution](#)

948.

1140G

[Double Tree](#) · Tutorial

Quality: 615 global accepts · Rating: 2700 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, shortest paths, trees

[ssk4988's solution](#)

949.

235C

[Cyclical Quest](#) · Tutorial

Quality: 2,473 global accepts · Rating: 2700 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings

[ssk4988's solution](#)

950.

2025F

[Choose Your Queries](#) · Tutorial

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[ssk4988's solution](#)

951.

2022D2

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

Quality: 828 global accepts · Rating: 2700 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, interactive

[ssk4988's solution](#)

952.

13E

[Holes](#) · Tutorial

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu

[ssk4988's solution](#)

953.

102348I

[Radio Stations](#) · Tutorial

Rating: 2700 · first AC: 2024-09-11 · last AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[ssk4988's solution](#)

954.

1956E2

[Nene vs. Monsters \(Hard Version\)](#) · Tutorial

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[ssk4988's solution](#)

955.

1997F

[Chips on a Line](#) · Tutorial

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp,

greedy, math

[ssk4988's solution](#)

956.

1995E1

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

Quality: 508 global accepts · Rating: 2700 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dp, matrices, two pointers

[ssk4988's solution](#)

957.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[ssk4988's solution](#)

958.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-08-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[ssk4988's solution](#)

959.

2068E

[Porto Vs. Benfica](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2800 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, shortest paths

[ssk4988's solution](#)

960.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2800 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[ssk4988's solution](#)

961.

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[ssk4988's solution](#)

962.

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[ssk4988's solution](#)

963.

2039F1

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

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-26 · last AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[ssk4988's solution](#)

964.

2021E3

[Digital Village \(Extreme Version\)](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2800 · first AC: 2024-10-13 · Rust 2021 (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, greedy, math, trees

[ssk4988's solution](#)

965.

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: *special, bitmasks, data structures, divide and conquer, dsu

[ssk4988's solution](#)

966.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[ssk4988's solution](#)

967.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2024-05-30 · last AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[ssk4988's solution](#)

968.

1938I

[Symmetric Boundary](#) · [Tutorial](#)

Quality: 88 global accepts · Rating: 2800 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[ssk4988's solution](#)

969.

1919F2

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

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[ssk4988's solution](#)

970.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-10-04 · last AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[ssk4988's solution](#)

971.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[ssk4988's solution](#)

972.

815D

[Karen and Cards](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2023-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, geometry

[ssk4988's solution](#)

973.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2023-02-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[ssk4988's solution](#)

974.

2042E

[Vertex Pairs](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2900 · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, divide and conquer, greedy, implementation, trees

[ssk4988's solution](#)

975.

932G

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

Quality: 1,182 global accepts · Rating: 2900 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, string suffix structures, strings
[ssk4988's solution](#)

976.

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, probabilities

[ssk4988's solution](#)

977.

1995E2

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

Quality: 396 global accepts · Rating: 2900 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, two pointers

[ssk4988's solution](#)

978.

2068K

[Amusement Park Rides](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3000 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[ssk4988's solution](#)

979.

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, trees

[ssk4988's solution](#)

980.

1609G

[A Stroll Around the Matrix](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3000 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[ssk4988's solution](#)

981.

2068D

[Morse Code](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 3100 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings, trees

[ssk4988's solution](#)

982.

453E

[Little Pony and Lord Tirek](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 3100 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[ssk4988's solution](#)

983.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[ssk4988's solution](#)

984.

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[ssk4988's solution](#)

985.

1805F2

[Survival of the Weakest \(hard version\)](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 3100 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings, two pointers

[ssk4988's solution](#)

986.

1965E

[Connected Cubes](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games
[ssk4988's solution](#)

987.

2039F2

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

Quality: 288 global accepts · Rating: 3200 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory
[ssk4988's solution](#)

988.

2053G

[Naive String Splits](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, hashing, math, number theory, strings
[ssk4988's solution](#)

989.

2068G

[A Very Long Hike](#) · [Tutorial](#)

Quality: 62 global accepts · Rating: 3500 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: shortest paths
[ssk4988's solution](#)

990.

106430F

[Bessie at the Bank](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ssk4988's solution](#)

991.

106430H

[Bessie and GCD](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ssk4988's solution](#)

992.

106430D

[Bessie and Infinite Dungeon](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ssk4988's solution](#)

993.

106430B

[Bessie And Rounding](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ssk4988's solution](#)

994.

106430C

[Bessie and Array](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ssk4988's solution](#)

995.

106430A

[Bessie and Trap](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ssk4988's solution](#)

996.

106449E

[Grid Sums](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ssk4988's solution](#)

997.

106449D

[Shortest Rope](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ssk4988's solution](#)

998.

106449C

[Bag Balancing](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ssk4988's solution](#)

999.

106449B

[Gift Certificates](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ssk4988's solution](#)

1000.

106449A

[Faking Data](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ssk4988's solution](#)

1001.

102341G

[Gurdurr](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · last AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1002.

106254E

[Snowfall Statistics](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ssk4988's solution](#)

1003.

106254D

[Boggling Word](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ssk4988's solution](#)

1004.

106254C

[Dirichlet's Theorem](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ssk4988's solution](#)

1005.

106254B

[Theme Park Tickets](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ssk4988's solution](#)

1006.

106254A

[Crypto Catastrophe](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ssk4988's solution](#)

1007.

101617K

[Unsatisfying](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-30 · last AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ssk4988's solution](#)

1008.

105901J

[Dictionary](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-25 · last AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ssk4988's solution](#)

1009.

102317I

[Lineup the Dominoes](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ssk4988's solution](#)

1010.

102317K

[Bouncing Bunnies](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ssk4988's solution](#)

1011.

102317J

[Rising Tides](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ssk4988's solution](#)

1012.

102317H

[Count the Dividing Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ssk4988's solution](#)

1013.

102317G

[Jedi and the Galactic Empire](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ssk4988's solution](#)

1014.

102317F

[Dot the i's and Cross the T's](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ssk4988's solution](#)

1015.

102317E

[Loopy Word Search](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · PyPy 3-64 (first AC) · Tags: —

[ssk4988's solution](#)

1016.

102317D

[Wildest Dreams](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · PyPy 3-64 (first AC) · Tags: —

[ssk4988's solution](#)

1017.

102317C

[Don't Break the Ice](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · PyPy 3-64 (first AC) · Tags: —

[ssk4988's solution](#)

1018.

102317B

[Phoneme Palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · PyPy 3-64 (first AC) · Tags: —

[ssk4988's solution](#)

1019.

102317A

[Majestic 10](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · PyPy 3-64 (first AC) · Tags: —

[ssk4988's solution](#)**1020.**

105760K

[Safe Logging](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ssk4988's solution](#)**1021.**

105760I

[Paragliders and Aircraft](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ssk4988's solution](#)**1022.**

105760H

[Lots of Towers of Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ssk4988's solution](#)**1023.**

105760G

[Bad Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ssk4988's solution](#)**1024.**

105760F

[Boxing Books](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ssk4988's solution](#)**1025.**

105760E

[Making Connections](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ssk4988's solution](#)**1026.**

105760D

[Food Display Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-05 · PyPy 3-64 (first AC) · Tags: —

[ssk4988's solution](#)**1027.**

105760C

[Microwave Mishap](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-05 · PyPy 3-64 (first AC) · Tags: —

[ssk4988's solution](#)**1028.**

105760B

[Presidential Election](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-05 · PyPy 3-64 (first AC) · Tags: —

[ssk4988's solution](#)**1029.**

105760A

[Corona Virus Testing](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-05 · PyPy 3-64 (first AC) · Tags: —

[ssk4988's solution](#)

1030.

105484K

[Strips](#) · [Tutorial](#)Rating: — · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)**1031.**

105484I

[Bingo](#) · [Tutorial](#)Rating: — · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)**1032.**

105484M

[Ordainer of Inexorable Judgment](#) · [Tutorial](#)Rating: — · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ssk4988's solution](#)**1033.**

105484G

[Binary Tree](#) · [Tutorial](#)Rating: — · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)**1034.**

105484C

[Topology](#) · [Tutorial](#)Rating: — · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)**1035.**

105484B

[Birthday Gift](#) · [Tutorial](#)Rating: — · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)**1036.**

105484J

[Social Media](#) · [Tutorial](#)Rating: — · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ssk4988's solution](#)**1037.**

105484E

[Left Shifting 3](#) · [Tutorial](#)Rating: — · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)**1038.**

105358C

[Prefix of Suffixes](#) · [Tutorial](#)Rating: — · first AC: 2025-08-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)**1039.**

105358E

[Escape](#) · [Tutorial](#)Rating: — · first AC: 2025-08-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)**1040.**

105358G

[Game](#) · [Tutorial](#)Rating: — · first AC: 2025-08-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1041.

105358L

[502 Bad Gateway](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ssk4988's solution](#)

1042.

105358I

[Strange Binary](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1043.

105358A

[Gambling on Choosing Regionals](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1044.

105358F

[Tourist](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ssk4988's solution](#)

1045.

105358J

[Stacking of Goods](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ssk4988's solution](#)

1046.

105471D

[Bracket Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1047.

105471F

[An Easy Counting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ssk4988's solution](#)

1048.

105471E

[Dominating Point](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ssk4988's solution](#)

1049.

105471H

[Elimination Series Once More](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1050.

105471B

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

Rating: — · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1051.

105471G

[An Easy Math Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ssk4988's solution](#)

1052.

105471N

[Python Program](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · PyPy 3-64 (first AC) · Tags: —

[ssk4988's solution](#)

1053.

105471L

[Prism Palace](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · PyPy 3-64 (first AC) · Tags: —

[ssk4988's solution](#)

1054.

105578H

[Guide Map](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ssk4988's solution](#)

1055.

105578I

[Growing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[ssk4988's solution](#)

1056.

105578M

[Obliviate, Then Reincarnate](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[ssk4988's solution](#)

1057.

105578E

[Light Up the Grid](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[ssk4988's solution](#)

1058.

105578D

[Dot Product Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[ssk4988's solution](#)

1059.

105578B

[Magical Palette](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[ssk4988's solution](#)

1060.

105578G

[Guess the Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ssk4988's solution](#)

1061.

105578J

[Make Them Believe](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · PyPy 3-64 (first AC) · Tags: —

[ssk4988's solution](#)

1062.

105535B

[Byte Pair Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[ssk4988's solution](#)

1063.

105535I

[Imperial Decree](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —
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102341K

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[ssk4988's solution](#)**1079.**

102341E

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[ssk4988's solution](#)**1080.**

102341C

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102341J

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105741G

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105741F

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1085.

105741E

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1086.

105741D

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1087.

105741C

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1088.

103446J

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1089.

103446C

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1090.

103446K

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1091.

103446H

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1092.

103446A

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1093.

103446M

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1094.

103446I

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1095.

103446G

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1096.

103446D

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1097.

103446B

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1098.

103446L

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1107.

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1108.

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1110.

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105811J

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1112.

105811I

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1113.

105811H

[Lineism](#) · [Tutorial](#)

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1114.

105811K

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1115.

105811L

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1116.

105811F

[Night Ride](#) · [Tutorial](#)

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1117.

105811M

[Tea Party](#) · [Tutorial](#)

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1118.

105811D

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1119.

105811B

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1120.

105811A

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1121.

105698E

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1122.

105698G

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Rating: — · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —
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1123.

105789I

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1124.

105789F

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Rating: — · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —
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1125.

105789J

[Just Look Up](#) · [Tutorial](#)

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1126.

105789K

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Rating: — · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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1127.

105789G

[Game of Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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1128.

105789D

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1129.

105789A

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1130.

105789B

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1131.

105789C

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1132.

105789L

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1133.

105699F

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1134.

105699J

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1135.

105699G

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1136.

105699E

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Rating: — · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —
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1137.

105699I

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

Rating: — · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —
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1138.

105699M

[Meta](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-28 · PyPy 3-64 (first AC) · Tags: —
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1139.

105387I

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1140.

101205J

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1141.

101161B

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Rating: — · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: —
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1142.

101161G

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Rating: — · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: —
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1143.

101161F

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Rating: — · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: —
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1144.

101161C

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1145.

101161D

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1146.

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1147.

101161H

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1148.

101161I

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1149.

101161L

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Rating: — · first AC: 2025-02-15 · PyPy 3-64 (first AC) · Tags: —
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1150.

105537H

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Rating: — · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: —
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1151.

105633G

[Beyond the Former Explorer](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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1152.

105633H

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Rating: — · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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1153.

105633L

[Peculiar Protocol](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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1154.

105633F

[The Farthest Point](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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1155.

105633I

[Greatest of the Greatest Common Divisors](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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1156.

105633K

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1157.

105633D

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Rating: — · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ssk4988's solution](#)

1158.

105633C

[Omnes Viae Yokohamam Ducunt?](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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1159.

105633E

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Rating: — · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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1160.

105633B

[The Sparsest Number in Between](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-05 · PyPy 3-64 (first AC) · Tags: —
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1161.

105633A

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1162.

104345E

[Double-Colored Papers](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: —

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1163.

104345L

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1164.

105677D

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Rating: — · first AC: 2025-02-01 · last AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: —

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1165.

105677F

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1175.

105677H

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1176.

105644J

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1180.

105644G

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1181.

105644A

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1182.

105644I

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1183.

105646B

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1184.

105646M

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1185.

105646G

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1186.

105646L

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Rating: — · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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1187.

105646H

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1188.

105646A

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105646C

[Radars](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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1190.

105646D

[Xor Partitions](#) · [Tutorial](#)

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1191.

104665H

[Alice Learns Eertree!](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: —
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1192.

105657D

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

Rating: — · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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1193.

105657F

[Fuzzy Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ssk4988's solution](#)

1194.

105657B

[Barkley III](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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1195.

105657J

[Japanese Bands](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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1196.

105657E

[Elevator II](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ssk4988's solution](#)

1197.

105657M

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

Rating: — · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ssk4988's solution](#)

1198.

105657H

[Heavy-light Decomposition](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ssk4988's solution](#)

1199.

105657K

[Kind of Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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1200.

105657A

[AUS](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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1201.

105588E

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Rating: — · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: —
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1202.

105588B

[Brackets](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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1203.

105588L

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Rating: — · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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1204.

105588I

[Items](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ssk4988's solution](#)

1205.

105588G

[GCD](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1206.

105588J

[Just another Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: —
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1207.

105588H

[Horizon Scanning](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ssk4988's solution](#)

1208.

105588M

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

Rating: — · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1209.

105588C

[Coin](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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1210.

100685D

[Darkwing Duck](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: —
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1211.

105459D

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Rating: — · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: —
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1212.

105459I

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Rating: — · first AC: 2024-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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1213.

105459K

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Rating: — · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: —
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1214.

105459L

[A Game On Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: —
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1215.

105459E

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1216.

105459J

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1217.

105459B

[Concave Hull](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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1218.

105459A

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1219.

105459G

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1220.

105459M

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Rating: — · first AC: 2024-12-13 · PyPy 3-64 (first AC) · Tags: —
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1221.

105459C

[Giving Directions in Harbin](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: —
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1222.

105417G

[The Chicken and the Egg](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —
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1223.

105417F

[Incubation Line](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1224.

105417E

[Yodel Yolk](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · PyPy 3-64 (first AC) · Tags: —
[ssk4988's solution](#)

1225.

105417D

[Scrambled!](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · PyPy 3-64 (first AC) · Tags: —
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1226.

105417C

[Egg Order](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · PyPy 3-64 (first AC) · Tags: —
[ssk4988's solution](#)

1227.

105394H

[Headline Heat](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1228.

101775G

[Image Recognition](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —
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1229.

101775H

[Mr. Panda and Birthday Song](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —
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1230.

101775F

[Good Number](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —
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1231.

101775J

[Straight Master](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1232.

101775D

[Mr. Panda and Geometric Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —
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1233.

101775L

[SOS](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —
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1234.

101775C

[Traffic Light](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —
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1235.

101775K

[Downgrade](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1236.

101775M

[Chat Group](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · PyPy 3-64 (first AC) · Tags: —
[ssk4988's solution](#)

1237.

101775B

[Scapegoat](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —
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1238.

101775A

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —
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1239.

105461A

[Matrix Minors](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —
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1240.

105461G

[Contrived Intelligence](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —
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1241.

105461H

[Zürich Trams](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —
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1242.

105461F

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Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —
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1243.

105461L

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Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —
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1244.

105461J

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1245.

105461E

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105461D

[LSB](#) · [Tutorial](#)

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1247.

105461K

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105461B

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1249.

105461C

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1250.

105385M

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1251.

105385H

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Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —
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1252.

105385D

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1253.

105385E

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Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1254.

105385J

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

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1255.

105385K

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —
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1256.

105385C

[Colorful Segments 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —
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1257.

105385F

[Divide the Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —
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1258.

105385A

[Printer](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —
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1259.

105385I

[Left Shifting](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —
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1260.

104334D

[LaLa and Magic Stone](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
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1261.

104334C

[LaLa and Lamp](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
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1262.

104334E

[LaLa and Monster Hunting \(Part 1\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
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1263.

104772C

[Colorful Village](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · last AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —
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1264.

105388C

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Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
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1265.

105388L

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105388J

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1267.

105388H

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Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
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1268.

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1269.

105388I

[Geometry Hacking](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
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1270.

105388A

[Coprime Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · PyPy 3-64 (first AC) · Tags: —
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1271.

105388K

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1272.

101174J

[Risky Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —
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1273.

104805F

[Bickford fuse](#) · [Tutorial](#)

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1274.

104805J

[Lampshade](#) · [Tutorial](#)

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1275.

104805K

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1276.

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1277.

104805B

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104805I

[Problem on array](#) · [Tutorial](#)

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104805C

[Fare](#) · [Tutorial](#)

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1280.

104805E

[Alley](#) · [Tutorial](#)

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104805H

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1283.

104805G

[Sleep](#) · [Tutorial](#)

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1284.

104805L

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1285.

104805A

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Rating: — · first AC: 2024-10-04 · PyPy 3-64 (first AC) · Tags: —

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1286.

104805M

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1287.

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1291.

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1292.

103439K

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1293.

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1294.

103439F

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1295.

103439N

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1296.

103439A

[ABC Legacy](#) · [Tutorial](#)

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1297.

105214F

[Football in Osijek](#) · [Tutorial](#)

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1298.

105214E

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

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1299.

105214K

[King's Dinner](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1300.

105214C

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Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1301.

105214D

[Division 3 Polyglot](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · PyPy 3-64 (first AC) · Tags: —
[ssk4988's solution](#)

1302.

102343K

[Code Matching](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1303.

102343H

[Mountain View](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1304.

102343F

[More or Less](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1305.

102343G

[Cooperative Escape](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1306.

102343E

[Give-a-Gnocchi](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1307.

102343D

[Candy Land](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1308.

102343C

[Fitting on the Bed](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1309.

102343B

[Sort by Frequency](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1310.

102343A

[Divide the Cash](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-25 · PyPy 3-64 (first AC) · Tags: —
[ssk4988's solution](#)

1311.

104848O

[Treeshop](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1312.

104848K

[Efficient Interception](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[ssk4988's solution](#)

1313.

104848L

[FoodSberry](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1314.

104848C

[Socks Drying](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1315.

104848E

[Construct The Integer](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1316.

104848I

[1%-Euclidean](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1317.

104848G

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

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1318.

104848D

[Christmas Children Circle](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1319.

104848J

[Spectacular Ending](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1320.

104848M

[Fine Trip](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1321.

104848N

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

Rating: — · first AC: 2024-08-24 · PyPy 3-64 (first AC) · Tags: —
[ssk4988's solution](#)

1322.

104848H

[Roman Palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1323.

104848F

[Build the Non-Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · PyPy 3-64 (first AC) · Tags: —
[ssk4988's solution](#)

1324.

104848A

[A Non-Palindromic Modification](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · PyPy 3-64 (first AC) · Tags: —
[ssk4988's solution](#)

1325.

105170C

[Fibonacci Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1326.

104772B

[Based Zeros](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1327.

104772H

[H-Shaped Figures](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1328.

104772I

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

Rating: — · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1329.

104772F

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

Rating: — · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1330.

104772J

[Jumping Frogs](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1331.

104772D

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

Rating: — · first AC: 2024-08-17 · PyPy 3-64 (first AC) · Tags: —
[ssk4988's solution](#)

1332.

104772G

[Game of Nim](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1333.

104772K

[Kitchen Timer](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1334.

104772E

[Every Queen](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1335.

104772M

[Missing Vowels](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1336.

104772A

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

Rating: — · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1337.

104396E

[LCM Plus GCD](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1338.

104396G

[Moving Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1339.

104396B

[Honkai in TAIKULA](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1340.

104396L

[Architect](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1341.

104396K

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

Rating: — · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1342.

104396F

[Timaeus](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-10 · PyPy 3-64 (first AC) · Tags: —
[ssk4988's solution](#)

1343.

104396A

[Today's Word](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1344.

104396H

[Neil's Machine](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-10 · PyPy 3-64 (first AC) · Tags: —
[ssk4988's solution](#)

1345.

104396J

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

Rating: — · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1346.

104396I

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-10 · PyPy 3-64 (first AC) · Tags: —
[ssk4988's solution](#)

1347.

104252B

[Board Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1348.

105167J

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

Rating: — · first AC: 2024-08-03 · last AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1349.

105167K

[Keen on Rösti](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-03 · last AC: 2024-08-04 · PyPy 3-64 (first AC) · Tags: —

[ssk4988's solution](#)

1350.

105167H

[Hourly Mate](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-03 · last AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[ssk4988's solution](#)

1351.

105167F

[Fraudulent Exam](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[ssk4988's solution](#)

1352.

105167E

[Erd 2Öv-çi urg-Ziv](#) [Tutorial](#)

Rating: — · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[ssk4988's solution](#)

1353.

105167G

[Glitchy Language Model](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[ssk4988's solution](#)

1354.

105167I

[Increased Intelligence](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[ssk4988's solution](#)

1355.

105167D

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[ssk4988's solution](#)

1356.

105167A

[Attending Classes](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[ssk4988's solution](#)

1357.

105167L

[Locomotive Control Center](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-03 · PyPy 3-64 (first AC) · Tags: —

[ssk4988's solution](#)

1358.

105167B

[Broken Polybahn](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-03 · PyPy 3-64 (first AC) · Tags: —

[ssk4988's solution](#)

1359.

105167C

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

Rating: — · first AC: 2024-08-03 · PyPy 3-64 (first AC) · Tags: —

[ssk4988's solution](#)

1360.

103037J

[Bohemian Rhapsody](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-19 · last AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[ssk4988's solution](#)

1361.

103037H

[Symphony](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[ssk4988's solution](#)

1362.

103037G

[Scale Goodness](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[ssk4988's solution](#)

1363.

103037F

[Ice-T](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[ssk4988's solution](#)

1364.

103037E

[Algo's Rhythm](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[ssk4988's solution](#)

1365.

103037D

[Melodic Harmonies II](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-18 · PyPy 3-64 (first AC) · Tags: —

[ssk4988's solution](#)

1366.

103037C

[Melodic Harmonies I](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-18 · PyPy 3-64 (first AC) · Tags: —

[ssk4988's solution](#)

1367.

104875L

[Last Guess](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[ssk4988's solution](#)

1368.

104875H

[High-quality Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[ssk4988's solution](#)

1369.

104875G

[Going in Circles](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[ssk4988's solution](#)

1370.

104875E

[ETA](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[ssk4988's solution](#)

1371.

104875K

[Kebab Pizza](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1372.

104875J

[Justice Served](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1373.

104875D

[Delft Distance](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1374.

104875B

[Bottle Flip](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1375.

104875I

[Interview Question](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1376.

104875C

[Circular Caramel Cookie](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1377.

104874L

[Lengths and Periods](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · last AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1378.

104874K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1379.

104874C

[Cross-Stitch](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1380.

104874H

[High Load Database](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1381.

104874M

[Managing Difficulties](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1382.

104874I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · PyPy 3-64 (first AC) · Tags: —

[ssk4988's solution](#)

1383.

104874B

[Bad Treap](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[ssk4988's solution](#)

1384.

104874J

[Just the Last Digit](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[ssk4988's solution](#)

1385.

104874A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[ssk4988's solution](#)

1386.

104874E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[ssk4988's solution](#)

1387.

105053B

[Beating the Record](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · last AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[ssk4988's solution](#)

1388.

104787F

[Mystery of Prime](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[ssk4988's solution](#)

1389.

104787I

[Phony](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[ssk4988's solution](#)

1390.

104787M

[Inverted](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[ssk4988's solution](#)

1391.

104787D

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

Rating: — · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[ssk4988's solution](#)

1392.

104787J

[Keyi Likes Reading](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[ssk4988's solution](#)

1393.

104787G

[Path](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[ssk4988's solution](#)

1394.

104787A

[Make SYSU Great Again I](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[ssk4988's solution](#)

1395.

105053E

[Expanding STACKS!](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · last AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[ssk4988's solution](#)

1396.

105053A

[Almost Aligned](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · last AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[ssk4988's solution](#)

1397.

105053I

[Insects, Mathematics, Accuracy, and Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[ssk4988's solution](#)

1398.

105053G

[Greek Casino](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[ssk4988's solution](#)

1399.

105053F

[Fair Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[ssk4988's solution](#)

1400.

105053C

[Clever Cell Choices](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[ssk4988's solution](#)

1401.

105053D

[DiviDuelo](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[ssk4988's solution](#)

1402.

105053J

[Joys of Trading](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[ssk4988's solution](#)

1403.

105053K

[KMOP](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[ssk4988's solution](#)

1404.

105053L

[LED Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1405.

104813E

[Revenge on My Boss](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1406.

104813C

[Karshilov's Matching Problem II](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1407.

104813F

[Palindrome Path](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1408.

104813D

[A Simple MST Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1409.

104813H

[Energy Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1410.

104813G

[The Only Way to the Destination](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1411.

104813M

[Painter](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1412.

104813B

[Memory](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1413.

104813L

[Palm Island](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1414.

104813J

[Game on a Forest](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[ssk4988's solution](#)

1415.

1663C

[P Ö: Verdon Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2024-03-31 · Python 3 (first AC) · Tags: *special, implementation, math
[ssk4988's solution](#)

1416.

1663A

[Who Tested? · Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2024-03-31 · Python 3 (first AC) · Tags: *special, expression parsing, trees
[ssk4988's solution](#)

1417.

1812J

[Unmysterious Language · Tutorial](#)

Quality: 6,291 global accepts · Rating: — · first AC: 2024-03-31 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings
[ssk4988's solution](#)

1418.

1812E

[Not a Geometry Problem · Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2024-03-31 · Python 3 (first AC) · Tags: *special, constructive algorithms, geometry, math
[ssk4988's solution](#)

1419.

1812D

[Trivial Conjecture · Tutorial](#)

Quality: 4,901 global accepts · Rating: — · first AC: 2024-03-31 · Python 3 (first AC) · Tags: *special, constructive algorithms, math, number theory
[ssk4988's solution](#)

1420.

1812C

[Digits · Tutorial](#)

Quality: 1,371 global accepts · Rating: — · first AC: 2024-03-31 · Python 3 (first AC) · Tags: *special
[ssk4988's solution](#)

1421.

1812A

[Are You a Robot? · Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2024-03-31 · Python 3 (first AC) · Tags: *special, expression parsing, strings
[ssk4988's solution](#)

1422.

102114G

[Glad You Came · Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[ssk4988's solution](#)

1423.

102114B

[Beautiful Now · Tutorial](#)

Rating: — · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[ssk4988's solution](#)

1424.

102114E

[Everything Has Changed · Tutorial](#)

Rating: — · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[ssk4988's solution](#)

1425.

103940L

[Limited Increasing Sequences · Tutorial](#)

Rating: — · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1426.

104976A

[Submissions](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[ssk4988's solution](#)

1427.

104976B

[Festival Decorating](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1428.

104976H

[Sugar Sweet II](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1429.

104976D

[Operator Precedence](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1430.

104976G

[Snake Move](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1431.

104976J

[Mysterious Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1432.

104976M

[V-Diagram](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1433.

104596D

[Follow the Bouncing Ball](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1434.

104596B

[Bio Trip](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1435.

104596K

[Where Have You Bin?](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1436.

104596I

[Square Rooms](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1437.

104596C

[Cheese, If You Please](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1438.

104596J

[Taxed Editor](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1439.

104596E

[Just Passing Through](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1440.

104596H

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

Rating: — · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1441.

104596G

[Out of Sorts](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1442.

104596A

[Retribution!](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1443.

104596F

[Musical Chairs](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1444.

104869D

[Dark LaTeX vs. Light LaTeX](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1445.

104869K

[Maximum Rating](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1446.

104869M

[Outro: True Love Waits](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1447.

104869B

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

Rating: — · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1448.

104869G

[Military Maneuver](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1449.

104869J

[Graft and Transplant](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1450.

104869C

[Swiss Stage](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1451.

104869E

[Sheep Eat Wolves](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1452.

104768M

[Flipping Cards](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-09 · last AC: 2024-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[ssk4988's solution](#)

1453.

104768E

[Prefix Mahjong](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[ssk4988's solution](#)

1454.

104768D

[Subway](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1455.

104768J

[The Phantom Menace](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1456.

104768I

[Barkley II](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[ssk4988's solution](#)

1457.

104768B

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[ssk4988's solution](#)

1458.

104768K

[Randias Permutation Task](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[ssk4988's solution](#)

1459.

104768C

[Master of Both IV](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[ssk4988's solution](#)

1460.

104768G

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

Rating: — · first AC: 2024-02-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[ssk4988's solution](#)

1461.

104252L

[Lazy Printing](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-14 · last AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1462.

104891C

[Bladestorm](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-26 · last AC: 2024-02-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[ssk4988's solution](#)

1463.

104925H

[Minimum Cost Flow²](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[ssk4988's solution](#)

1464.

104925B

[Binary Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[ssk4988's solution](#)

1465.

104925G

[LCA Counting](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[ssk4988's solution](#)

1466.

104925E

[Freshman's Dream](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[ssk4988's solution](#)

1467.

104925I

[Rebellious Edge](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[ssk4988's solution](#)

1468.

104857C

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

Rating: — · first AC: 2024-01-16 · last AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1469.

104345F

[Making Number](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[ssk4988's solution](#)

1470.

104345D

[Building Bombing](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[ssk4988's solution](#)

1471.

104345H

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

Rating: — · first AC: 2024-01-24 · last AC: 2024-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[ssk4988's solution](#)

1472.

104345J

[Squirrel Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1473.

104345B

[Query on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1474.

102007K

[Kingpin Escape](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[ssk4988's solution](#)

1475.

102007G

[Game Night](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[ssk4988's solution](#)

1476.

102007F

[Financial Planning](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1477.

102007B

[Birthday Boy](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[ssk4988's solution](#)

1478.

102007C

[Cardboard Container](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[ssk4988's solution](#)

1479.

102007J

[Janitor Troubles](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-17 · PyPy 3-64 (first AC) · Tags: —

[ssk4988's solution](#)

1480.

102007A

[A Prize No One Can Win](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[ssk4988's solution](#)

1481.

104857I

[Linguistics Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[ssk4988's solution](#)

1482.

104857G

[Streak Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1483.

104857J

[Takeout Delivering](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1484.

104857D

[Balanced Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1485.

104857L

[Information Spread](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1486.

104857E

[Matrix Distances](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1487.

104857F

[Colorful Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1488.

104901E

[I Just Want... One More...](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1489.

104901A

[Many Many Heads](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1490.

104901K

[Rainbow Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1491.

104901G

[Gifts from Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1492.

104901M

[Almost Convex](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1493.

104901I

[Strange Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1494.

104901D

[Largest Digit](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1495.

104891D

[Graph of Maximum Degree 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[ssk4988's solution](#)

1496.

104891E

[Inverse Topological Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[ssk4988's solution](#)

1497.

104891A

[\(-1,1\)-Sumplete](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[ssk4988's solution](#)

1498.

104891H

[Random Tree Parking](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1499.

104891I

[Refresher into Midas](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[ssk4988's solution](#)

1500.

104891J

[Teleportation](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[ssk4988's solution](#)

1501.

104832K

[Probing the Disk](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1502.

104832I

[Liquid Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1503.

104832G

[Fortune Telling](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1504.

104832D

[Nested Repetition Compression](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1505.

104832B

[Rank Promotion](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1506.

104832A

[Yokohama Phenomena](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1507.

104832F

[Color Inversion on a Huge Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1508.

104785J

[Journey of Recovery](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1509.

104785G

[Glacier Travel](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1510.

104785A

[Assessment Disruption](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1511.

104785H

[History in Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1512.

104785C

[Clearing Space](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1513.

104785K

[Kernel Scheduler](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1514.

104785L

[Last One Standing](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1515.

104785M

[Mini-Tetris 3023](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1516.

104785F

[Fast Forward](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1517.

104785B

[Boat Commuter](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1518.

104785D

[Delivery Forces](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1519.

104785N

[Naming Wine Bottles](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · PyPy 3-64 (first AC) · Tags: —

[ssk4988's solution](#)

1520.

104160D

[DRX vs. T1](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · last AC: 2023-11-18 · PyPy 3-64 (first AC) · Tags: —

[ssk4988's solution](#)

1521.

104160L

[Tavern Chess](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

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1522.

104160F

[Half Mixed](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

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1523.

104160E

[Graph Completing](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

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1524.

104160C

[Clamped Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · PyPy 3-64 (first AC) · Tags: —

[ssk4988's solution](#)

1525.

104531B

[a math problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1526.

104531L

[FYC's luv letter](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1527.

104531C

[Catch](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1528.

104531H

[coprime](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1529.

104531K

[Xor-permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1530.

104531J

[intervals](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1531.

104531E

[A Counting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-17 · Python 3 (first AC) · Tags: —

[ssk4988's solution](#)

1532.

104531M

[Water](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-17 · PyPy 3-64 (first AC) · Tags: —

[ssk4988's solution](#)

1533.

103964F

[The Battle of Guandu](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · last AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1534.

103964K

[Game Rooms](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1535.

103964C

[The Battle of Chibi](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1536.

103964D

[Pick The Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1537.

103964G

[Ancient Go](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1538.

103964H

[Sudoku](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1539.

103964E

[Ba Gua Zhen](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1540.

103964A

[Secrete Master Plan](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1541.

103964L

[Huatuo's Medicine](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · PyPy 3-64 (first AC) · Tags: —

[ssk4988's solution](#)

1542.

104555H

[Honest Worker](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1543.

104555D

[Detour](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1544.

104555B

[Best Fair Shuffles](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1545.

104555K

[\\$\\$ for More, \\$\\$ for Less](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1546.

104555C

[Challenging Hike](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1547.

104555M

[Maximizing Flight Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1548.

104555G

[Great Treaty of Byteland](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1549.

104555E

[Extracting Pollen](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1550.

104555I

[Investigating Zeroes and Ones](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1551.

104555L

[Lexicographical Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1552.

104555F

[Fatigue-Fighting Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1553.

104555A

[Amusement Park Adventure](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · PyPy 3-64 (first AC) · Tags: —

[ssk4988's solution](#)

1554.

104736G

[GPS on a Flat Earth](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1555.

104736E

[Elevated Profits](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1556.

104736H

[Health in Hazard](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1557.

104736J

[Journey of the Robber](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1558.

104736C

[Candy Rush](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1559.

104736I

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1560.

104736F

[Forward and Backward](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1561.

104736B

[Blackboard Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1562.

104736D

[Deciphering WordWhiz](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1563.

104736M

[Meeting Point](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1564.

102428F

[Fabricating Sculptures](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1565.

104673F

[Needle](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[ssk4988's solution](#)

1566.

104673I

[Shamans](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[ssk4988's solution](#)

1567.

104673H

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[ssk4988's solution](#)

1568.

104673C

[Earthquake](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[ssk4988's solution](#)

1569.

104673B

[Canoes](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[ssk4988's solution](#)

1570.

104673J

[Transmitter](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[ssk4988's solution](#)

1571.

104673A

[Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[ssk4988's solution](#)

1572.

104673K

[Volcanoes](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[ssk4988's solution](#)

1573.

104673E

[Mower](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[ssk4988's solution](#)

1574.

104673G

[Patio](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[ssk4988's solution](#)

1575.

104673D

[Journals](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[ssk4988's solution](#)

1576.

104673L

[Wagon](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[ssk4988's solution](#)

1577.

101149B

[No Time for Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1578.

100113K

[The Merry Student Life During the Term...](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1579.

101623I

[Installing Apps](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1580.

104651L

[Partially Free Meal](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1581.

104651D

[Discrete Fourier Transform](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · last AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1582.

104651F

[Flying Ship Story](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1583.

104651G

[GCD of Pattern Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1584.

104651J

[Find the Gap](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1585.

104651I

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

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1586.

104651E

[Robot Experiment](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1587.

104076H

[Set of Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1588.

104076G

[Quick Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1589.

104076C

[DFS Order 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1590.

104076D

[Frozen Scoreboard](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1591.

104076A

[Tower](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1592.

104076K

[Stack Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1593.

104076M

[Best Carry Player](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1594.

104076E

[Identical Parity](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1595.

104614L

[Which Warehouse?](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · last AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1596.

104614K

[Two Charts Become One](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · last AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1597.

104614G

[Pea Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · last AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1598.

104614B

[A Musical Question](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · last AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1599.

104614A

[A-Mazing Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1600.

104614J

[Simple Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1601.

104614F

[It's About Time](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1602.

104614C

[Cribbage On Steroids](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1603.

104614I

[Road To Savings](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1604.

104614D

[Determining Nucleotide Assortments](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1605.

104587I

[Scholar's Lawn](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · last AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1606.

104587L

[Workers of the World Unite! Just Not Too Close.](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · last AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1607.

104587F

[Over the Hill, Part 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · last AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1608.

104587E

[Over the Hill, Part 1](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · last AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1609.

104587D

[Oreperations Research](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · last AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1610.

104587A

[All in the Family](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · last AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1611.

104587K

[Weighty Tomes](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1612.

104587B

[Kinky Word Searches](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1613.

104587J

[Simply Sudoku](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1614.

104587H

[Restroom Monitor](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1615.

104587G

[A Rank Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1616.

104587C

[Math Trade](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1617.

104493L

[Trip Discount](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · last AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1618.

104493M

[Ahmad's Dish](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · last AC: 2023-09-17 · Python 3 (first AC) · Tags: —

[ssk4988's solution](#)

1619.

104493K

[Sam-Oh, the funny coach](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · last AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1620.

104493J

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

Rating: — · first AC: 2023-09-15 · last AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1621.

104493I

[Ajam's Password](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · last AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1622.

104493H

[Yaser In Baradah](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · last AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1623.

104493F

[New Board Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · last AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1624.

104493C

[Tree Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · last AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1625.

104493N

[Ziftawi's Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1626.

104493D

[To Be Named](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1627.

104493B

[Converge To 1](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1628.

104493A

[Gym Plates](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1629.

104493G

[Don't Make It 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1630.

104493E

[Sad Teacher](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · PyPy 3-64 (first AC) · Tags: —

[ssk4988's solution](#)

1631.

102318J

[Multiples](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1632.

102318K

[K-Item Shopping Spree](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1633.

102318I

[Rotating Cards](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1634.

102318H

[Maximum NOI Subseq](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: —

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1635.

102318G

[Videogame Probability](#) · [Tutorial](#)

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1636.

102318F

[Multimodal Transport](#) · [Tutorial](#)

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1637.

102318E

[Simple Darts](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: —

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1638.

102318D

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1639.

102318C

[Singin' in the Rain](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: —

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1640.

102318B

[Simplified Keyboard](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: —

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1641.

102318A

[Electric Bill](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: —

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1642.

102297H

[Reach for the Stars](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

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1643.

102297J

[You Shall Pass](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

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1644.

102297G

[Towers of Hanoi Grid](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

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1645.

102297F

[Balanced Strings](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

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1646.

102297E

[Rain Gauge](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

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1647.

102297D

[Lemonade Stand](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

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1648.

102297C

[Brownies vs. Candies vs. Cookies](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

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1649.

102297B

[Medal Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1650.

102297A

[Find the Twins](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · PyPy 3-64 (first AC) · Tags: —

[ssk4988's solution](#)

1651.

102277L

[Cupcake Bonuses](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[ssk4988's solution](#)

1652.

102277K

[Chocolates](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[ssk4988's solution](#)

1653.

102277D

[Circle Meets Square](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[ssk4988's solution](#)

1654.

102277I

[Team Shirts/Jerseys](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[ssk4988's solution](#)

1655.

102277H

[First Last Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[ssk4988's solution](#)

1656.

102277G

[World Cup Fever](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[ssk4988's solution](#)

1657.

102277F

[Rounding Many Ways](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[ssk4988's solution](#)

1658.

102277E

[SGA President](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[ssk4988's solution](#)

1659.

102277C

[Historical TV Remote Control](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[ssk4988's solution](#)

1660.

102277B

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

Rating: — · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[ssk4988's solution](#)

1661.

102277A

[Window on the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[ssk4988's solution](#)

1662.

104181J

[Dangerous Driving](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[ssk4988's solution](#)

1663.

104181I

[A Rainy Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[ssk4988's solution](#)

1664.

104181H

[Not-so Beautiful Painting](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[ssk4988's solution](#)

1665.

104181F

[Prime Precipitation](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[ssk4988's solution](#)

1666.

104181D

[Grumble Gym](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[ssk4988's solution](#)

1667.

104181E

[After School](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[ssk4988's solution](#)

1668.

104181C

[Brownie Baking](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[ssk4988's solution](#)

1669.

103648J

[Birding In The Rain](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[ssk4988's solution](#)

1670.

103648K

[Food Search](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++17 (GCC 7-32) (first AC) · Tags: —

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1671.

103648H

[Fledgling Fight](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[ssk4988's solution](#)

1672.

103648G

[Dove Dance](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[ssk4988's solution](#)

1673.

103648F

[Firebird](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[ssk4988's solution](#)

1674.

103648E

[Bird Watching](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[ssk4988's solution](#)

1675.

103648D

[Parrot Riddles](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[ssk4988's solution](#)

1676.

104234E

[Garbage Disposal](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · last AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1677.

104234H

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

Rating: — · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —

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1678.

104234J

[Persian Casino](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —

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1679.

104234I

[DAG Generation](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —

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1680.

104234G

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

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1681.

104234M

[Siteswap](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —

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1682.

104234K

[Determinant, or...?](#) · [Tutorial](#)

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1683.

100283D

[Bakkar And The Algorithm Quiz](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —

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1684.

100283B

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Rating: — · first AC: 2023-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —

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1685.

100283I

[Bakkar In Zanzibar](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —

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1686.

100283G

[Jenga In The Military Unit](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —

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1687.

100283L

[Mahdi And The Teddy Bear](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[ssk4988's solution](#)

1688.

100283A

[Rasheda And The Zeriba](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[ssk4988's solution](#)

1689.

100283F

[Bakkar In The Army](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[ssk4988's solution](#)

1690.

100283K

[Cubes Shuffling](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —

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1691.

100283E

[Ghanophobia](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —

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1692.

103585I

[Baobab](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

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1693.

103585G

[Perfect Cacti: Part 1](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

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1694.

103585F

[Giant Sequoia](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

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1695.

103585E

[Truffula Trouble](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

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1696.

103585D

[Collecting Syrup](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

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1697.

103145H

[Loneliness](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[ssk4988's solution](#)

1698.

103145B

[Cypher](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[ssk4988's solution](#)

1699.

103145D

[Lowbit](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[ssk4988's solution](#)

1700.

103145J

[Transform](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —

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1701.

103145M

[Master of Shuangpin](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —
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1702.

103145C

[Vertex Deletion](#) · [Tutorial](#)

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1703.

103145K

[City](#) · [Tutorial](#)

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1704.

103145A

[Matrix](#) · [Tutorial](#)

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1705.

103145I

[Takeaway](#) · [Tutorial](#)

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1706.

103145E

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

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1707.

104120H

[Homework](#) · [Tutorial](#)

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1708.

104120G

[Hola](#) · [Tutorial](#)

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1709.

104120J

[Joyful City](#) · [Tutorial](#)

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1710.

104120I

[Ivan And Mega Queries](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —
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1711.

104120E

[Exam Period](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

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1712.

104120D

[Denji1](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

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1713.

104120L

[Ladybug And The Bullet Train](#) · [Tutorial](#)

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1714.

104120K

[Keypad Repetitions](#) · [Tutorial](#)

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1715.

104120C

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1716.

104120B

[Business Stamps](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

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1717.

104120A

[Average Walk](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

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1718.

102787Z

[Trick or Treap](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —

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1719.

104252C

[City Folding](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: —

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1720.

104252A

[Asking for Money](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: —

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1721.

104252M

[Maze in Bolt](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: —

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1722.

104252E

[Empty Squares](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: —

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1723.

104252H

[Horse Race](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1724.

104252I

[Italian Calzone & Pasta Corner](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: —

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1725.

104252D

[Daily Trips](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: —

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1726.

102875A

[Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: —

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1727.

102875I

[Intersections](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: —

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1728.

102875D

[Delete Prime](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1729.

102875H

[Happy Morse Code](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: —

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1730.

102875J

[Just Multiplicative Inverse](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1731.

102875C

[Cats](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1732.

104147E

[I am not done yet](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1733.

104147G

[You're Milky](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1734.

104147D

[Do and Tak Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1735.

104147I

[Wigz](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1736.

104147F

[Nesr El Sieve](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1737.

104147H

[Alexandria Library](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1738.

104147K

[Hobz is a good guy](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1739.

104147B

[I'll call him Hanya](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1740.

104147A

[Round 1](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1741.

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1742.

104128G

[Inscryption](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1743.

104128M

[Drain the Water Tank](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1744.

104128I

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

Rating: — · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[ssk4988's solution](#)

1745.

102452G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[ssk4988's solution](#)

1746.

102452D

[Defining Labels](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · Java 11 (first AC) · Tags: —

[ssk4988's solution](#)

1747.

102452B

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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1748.

104172E

[Goose, Goose, DUCK?](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-18 · C++17 (GCC 7-32) (first AC) · Tags: —

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1749.

104172L

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

Rating: — · first AC: 2023-02-17 · Java 11 (first AC) · Tags: —

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1750.

104172A

[TreeScript](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-17 · Java 11 (first AC) · Tags: —

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1751.

104172H

[Another Goose Goose Duck Problem](#) · [Tutorial](#)

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1752.

104172K

[Maximum GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-17 · Java 11 (first AC) · Tags: —

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1753.

104090C

[No Bug No Game](#) · [Tutorial](#)

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1754.

104090K

[Master of Both](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

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1755.

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

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1756.

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-10 · Java 11 (first AC) · Tags: —

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1757.

104077B

[Cells Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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1758.

104077L

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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1759.

104077E

[Find Maximum](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[ssk4988's solution](#)

1760.

104077G

[Perfect Word](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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1761.

104077C

[Clone Ranran](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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1762.

104077J

[Strange Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-03 · Java 11 (first AC) · Tags: —

[ssk4988's solution](#)

1763.

104077F

[Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-03 · Java 11 (first AC) · Tags: —

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1764.

104118E

[Escape from Markov](#) · [Tutorial](#)

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1765.

104118I

[Item Crafting](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

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1766.

104118J

[Junior Steiner Three](#) · [Tutorial](#)

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1767.

104118G

[Gallivanting Merchant](#) · [Tutorial](#)

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1768.

104118F

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1769.

104118C

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1770.

104118K

[Kapitan Amazing](#) · [Tutorial](#)

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1771.

104118A

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1772.

101412B

[Stylish](#) · [Tutorial](#)

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1773.

101412G

[Let There Be Light](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · Java 11 (first AC) · Tags: —

[ssk4988's solution](#)

1774.

101412D

[Find the Outlier](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · Java 11 (first AC) · Tags: —

[ssk4988's solution](#)

1775.

101412F

[Never Wait for Weights](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · Java 11 (first AC) · Tags: —

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1776.

101412C

[One-Dimensional Cellular Automaton](#) · [Tutorial](#)

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1777.

101412I

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Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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1778.

101412A

[Ginkgo Numbers](#) · [Tutorial](#)

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1779.

103428D

[Period](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · last AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

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1780.

100134H

[Hyperdrome](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · Java 11 (first AC) · Tags: —

[ssk4988's solution](#)

1781.

100134G

[Great Deceiver](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · Java 11 (first AC) · Tags: —

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1782.

100134A

[Addictive Bubbles](#) · [Tutorial](#)

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1783.

103940D

[21188720-2ee7-481f-9503-3b768a1fd83b](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-04 · Java 11 (first AC) · Tags: —

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1784.

103940B

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1785.

103940A

[Advanced Player Setup](#) · [Tutorial](#)

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1786.

103940F

[Famous Paintings](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-04 · Java 11 (first AC) · Tags: —

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1787.

103940K

[Krystalova's Trivial Problem](#) · [Tutorial](#)

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1788.

103940H

[How Many Laughs](#) · [Tutorial](#)

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1789.

103940G

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1790.

103940C

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1791.

103940E

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1792.

103637J

[Jenga](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

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1793.

103637K

[K-ones xor](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · Java 17 (first AC) · Tags: —

[ssk4988's solution](#)

1794.

103637I

[Items in boxes](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · Java 17 (first AC) · Tags: —

[ssk4988's solution](#)

1795.

103637C

[Crossed out letter](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

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1796.

103637B

[BSUIR Open X](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · Java 11 (first AC) · Tags: —

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1797.

103637L

[Long integer](#) · [Tutorial](#)

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1798.

103428G

[Shinyruo and KFC](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · Java 17 (first AC) · Tags: —

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1799.

103428A

[Goodbye, Ziyin!](#) · [Tutorial](#)

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1800.

103495H

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

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1801.

103495J

[Anti-merge](#) · [Tutorial](#)

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1802.

103495K

[Longest Continuous 1](#) · [Tutorial](#)

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1803.

103495C

[Magical Rearrangement](#) · [Tutorial](#)

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1804.

103495I

[Fake Walsh Transform](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

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1805.

103495A

[Spring Couplets](#) · [Tutorial](#)

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1806.

102951C

[LCS on Permutations](#) · [Tutorial](#)

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1807.

102896C

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1808.

103466K

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-25 · Java 11 (first AC) · Tags: —

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1809.

103466C

[Digital Path](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —

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1810.

103466A

[A Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-25 · Java 11 (first AC) · Tags: —

[ssk4988's solution](#)

1811.

103118M

[Matrix Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-13 · Java 11 (first AC) · Tags: —

[ssk4988's solution](#)

1812.

103118C

[Cat Virus](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-11 · Java 11 (first AC) · Tags: —

[ssk4988's solution](#)

1813.

103118H

[Adventurer's Guild](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-11 · Java 11 (first AC) · Tags: —

[ssk4988's solution](#)

1814.

103118D

[Dyson Box](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-11 · Java 11 (first AC) · Tags: —

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1815.

103118G

[Grade Point Average](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-11 · Java 11 (first AC) · Tags: —

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1816.

103640J

[Joining Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · Java 11 (first AC) · Tags: —

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1817.

103640I

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1818.

103640F

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1819.

103640K

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