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Unique solved — superguymj

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

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Filters: none

Count: 1,627

- 1.**
2211A
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[superguymj's solution](#)
- 2.**
2209A
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[superguymj's solution](#)
- 3.**
2208A
[Bingo Candies](#) · [Tutorial](#)
Quality: 20,190 global accepts · Rating: 800 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
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- 4.**
2207A
[1-1](#) · [Tutorial](#)
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[superguymj's solution](#)
- 5.**
1761A
[Two Permutations](#) · [Tutorial](#)
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- 6.**
2183A
[Binary Array Game](#) · [Tutorial](#)
Quality: 23,663 global accepts · Rating: 800 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: games
[superguymj's solution](#)
- 7.**
2178A
[Yes or Yes](#) · [Tutorial](#)
Quality: 25,729 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[superguymj's solution](#)
- 8.**
2180B
[Ashmal](#) · [Tutorial](#)
Quality: 24,573 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[superguymj's solution](#)
- 9.**
2180A
[Carnival Wheel](#) · [Tutorial](#)
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- 10.**
2164A
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11.

2152A

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Quality: 22,301 global accepts · Rating: 800 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
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12.

2147A

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13.

2122A

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14.

2124A

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15.

2119A

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16.

2084A

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17.

2075A

[To Zero](#) · [Tutorial](#)

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18.

2059A

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19.

2062A

[String](#) · [Tutorial](#)

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20.

2061A

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21.

2056A

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22.

2055A

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23.

2048A

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24.

2040A

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25.

2042A

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26.

2038J

[Waiting for...](#) · [Tutorial](#)

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27.

2038N

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28.

2032A

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29.

2025A

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30.

2003B

[Turtle and Piggy Are Playing a Game 2](#) · [Tutorial](#)

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31.

2003A

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[superguymj's solution](#)

32.

2001B

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

Quality: 26,105 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[superguymj's solution](#)

33.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,874 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[superguymj's solution](#)

34.

1983A

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

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35.

1975A

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

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36.

1942A

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37.

1930A

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38.

1929A

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39.

1929B

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40.

1928A

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41.

1919B

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42.

1919A

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43.

1896A

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44.

1901A

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[superguymj's solution](#)

45.

1898A

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46.

1891A

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47.

1841A

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48.

1814A

[Coins](#) · [Tutorial](#)

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49.

1805B

[The String Has a Target](#) · [Tutorial](#)

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50.

1805A

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51.

1810B

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52.

1810A

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53.

1796A

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54.

1799A

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55.

1789B

[Serval and Inversion Magic](#) · [Tutorial](#)

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56.

1789A

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[superguymj's solution](#)

57.

1776A

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[superguymj's solution](#)

58.

1788A

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[superguymj's solution](#)

59.

1787A

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60.

1780A

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61.

1782A

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62.

1775A1

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63.

1747A

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64.

1749A

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65.

1743B

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66.

1743A

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67.

1746B

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68.

1746A

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69.

1671A

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70.

1738A

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71.

1735A

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72.

1734A

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73.

1733A

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Quality: 21,855 global accepts · Rating: 800 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

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74.

1728B

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75.

1728A

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76.

1717A

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77.

1697A

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78.

1712B

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79.

1712A

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80.

1656A

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81.

1644B

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82.

1644A

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83.

1598A

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84.

1535A

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85.

1148A

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86.

1566B

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Quality: 21,211 global accepts · Rating: 800 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
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87.

1566A

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88.

1534A

[Colour the Flag](#) · [Tutorial](#)

Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
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89.

1569A

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Quality: 26,553 global accepts · Rating: 800 · first AC: 2021-09-08 · last AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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90.

1567A

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91.

1553A

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92.

1400A

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93.

1392B

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94.

1392A

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95.

1091A

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96.

1060A

[Phone Numbers](#) · [Tutorial](#)

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[superguymj's solution](#)

97.

1028A

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98.

1017A

[The Rank](#) · [Tutorial](#)

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[superguymj's solution](#)

99.

954A

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100.

908A

[New Year and Counting Cards](#) · [Tutorial](#)

Quality: 15,841 global accepts · Rating: 800 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, implementation
[superguymj's solution](#)

101.

899A

[Splitting in Teams](#) · [Tutorial](#)

Quality: 11,096 global accepts · Rating: 800 · first AC: 2017-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[superguymj's solution](#)

102.

898A

[Rounding](#) · [Tutorial](#)

Quality: 17,580 global accepts · Rating: 800 · first AC: 2017-12-16 · GNU C++11 (first AC) · Tags: implementation, math
[superguymj's solution](#)

103.

900A

[Find Extra One](#) · [Tutorial](#)

Quality: 14,954 global accepts · Rating: 800 · first AC: 2017-12-11 · GNU C++11 (first AC) · Tags: geometry, implementation
[superguymj's solution](#)

104.

897A

[Scarborough Fair](#) · [Tutorial](#)

Quality: 15,090 global accepts · Rating: 800 · first AC: 2017-12-02 · GNU C++11 (first AC) · Tags: implementation
[superguymj's solution](#)

105.

546A

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

Quality: 235,160 global accepts · Rating: 800 · first AC: 2017-11-17 · GNU C++11 (first AC) · Tags: brute force, implementation, math
[superguymj's solution](#)

106.

831B

[Keyboard Layouts](#) · [Tutorial](#)

Quality: 15,647 global accepts · Rating: 800 · first AC: 2017-07-13 · GNU C++11 (first AC) · Tags: implementation, strings
[superguymj's solution](#)

107.

2209B

[Array](#) · [Tutorial](#)

Quality: 19,360 global accepts · Rating: 900 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[superguymj's solution](#)

108.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,580 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings
[superguymj's solution](#)

109.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,748 global accepts · Rating: 900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[superguymj's solution](#)

110.

2048B

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

Quality: 20,649 global accepts · Rating: 900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[superguymj's solution](#)

111.

2042B

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

Quality: 19,486 global accepts · Rating: 900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[superguymj's solution](#)

112.

2005A

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

Quality: 26,243 global accepts · Rating: 900 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math
[superguymj's solution](#)

113.

2026A

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

Quality: 20,263 global accepts · Rating: 900 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math
[superguymj's solution](#)

114.

2028A

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

Quality: 20,305 global accepts · Rating: 900 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[superguymj's solution](#)

115.

1954A

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

Quality: 27,625 global accepts · Rating: 900 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[superguymj's solution](#)

116.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,420 global accepts · Rating: 900 · first AC: 2023-11-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings, two pointers
[superguymj's solution](#)

117.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,572 global accepts · Rating: 900 · first AC: 2023-08-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, strings
[superguymj's solution](#)

118.

1775A2

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

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[superguymj's solution](#)

119.

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[superguymj's solution](#)

120.

1737A

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

Quality: 10,850 global accepts · Rating: 900 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings
[superguymj's solution](#)

121.

1735B

[Tea with Tangerines](#) · [Tutorial](#)

Quality: 19,318 global accepts · Rating: 900 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[superguymj's solution](#)

122.

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,072 global accepts · Rating: 900 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[superguymj's solution](#)

123.

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,904 global accepts · Rating: 900 · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[superguymj's solution](#)

124.

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,199 global accepts · Rating: 900 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory, sortings
[superguymj's solution](#)

125.

1175A

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

Quality: 19,764 global accepts · Rating: 900 · first AC: 2019-06-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[superguymj's solution](#)

126.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 900 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: math
[superguymj's solution](#)

127.

961A

[Tetris](#) · [Tutorial](#)

Quality: 10,851 global accepts · Rating: 900 · first AC: 2018-04-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[superguymj's solution](#)

128.

892A

[Greed](#) · [Tutorial](#)

Quality: 14,942 global accepts · Rating: 900 · first AC: 2017-11-17 · GNU C++11 (first AC) · Tags: greedy, implementation

[superguymj's solution](#)

129.

879A

[Borya's Diagnosis](#) · [Tutorial](#)

Quality: 9,573 global accepts · Rating: 900 · first AC: 2017-10-26 · last AC: 2017-10-26 · GNU C++11 (first AC) · Tags: implementation

[superguymj's solution](#)

130.

876A

[Trip For Meal](#) · [Tutorial](#)

Quality: 10,022 global accepts · Rating: 900 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: math

[superguymj's solution](#)

131.

872A

[Search for Pretty Integers](#) · [Tutorial](#)

Rating: 900 · first AC: 2017-10-15 · GNU C++11 (first AC) · Tags: implementation

[superguymj's solution](#)

132.

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,954 global accepts · Rating: 900 · first AC: 2017-10-05 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[superguymj's solution](#)

133.

1761B

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

Quality: 14,713 global accepts · Rating: 1000 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[superguymj's solution](#)

134.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,248 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[superguymj's solution](#)

135.

2147B

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

Quality: 16,953 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[superguymj's solution](#)

136.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,267 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[superguymj's solution](#)

137.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,279 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[superguymj's solution](#)

138.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,102 global accepts · Rating: 1000 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[superguymj's solution](#)

139.

2005B1

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

Quality: 24,745 global accepts · Rating: 1000 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[superguymj's solution](#)

140.

1975B

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

Quality: 21,067 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[superguymj's solution](#)

141.

1930B

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

Quality: 17,660 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[superguymj's solution](#)

142.

1796B

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

Quality: 18,313 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[superguymj's solution](#)

143.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[superguymj's solution](#)

144.

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[superguymj's solution](#)

145.

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,737 global accepts · Rating: 1000 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings

[superguymj's solution](#)

146.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,937 global accepts · Rating: 1000 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[superguymj's solution](#)

147.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[superguymj's solution](#)

148.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,861 global accepts · Rating: 1000 · first AC: 2021-09-08 · last AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[superguymj's solution](#)

149.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,919 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[superguymj's solution](#)

150.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,572 global accepts · Rating: 1000 · first AC: 2019-06-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[superguymj's solution](#)

151.

887A

[Div. 64](#) · [Tutorial](#)

Quality: 11,945 global accepts · Rating: 1000 · first AC: 2017-11-03 · GNU C++11 (first AC) · Tags: implementation

[superguymj's solution](#)

152.

831A

[Unimodal Array](#) · [Tutorial](#)

Quality: 11,024 global accepts · Rating: 1000 · first AC: 2017-07-13 · GNU C++11 (first AC) · Tags: implementation

[superguymj's solution](#)

153.

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,610 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[superguymj's solution](#)

154.

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,653 global accepts · Rating: 1100 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings

[superguymj's solution](#)

155.

2183B

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

Quality: 16,169 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[superguymj's solution](#)

156.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,997 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[superguymj's solution](#)

157.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[superguymj's solution](#)

158.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,613 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[superguymj's solution](#)

159.

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry
[superguymj's solution](#)

160.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[superguymj's solution](#)

161.

2025B

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

Quality: 19,613 global accepts · Rating: 1100 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[superguymj's solution](#)

162.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,497 global accepts · Rating: 1100 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[superguymj's solution](#)

163.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,945 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[superguymj's solution](#)

164.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,009 global accepts · Rating: 1100 · first AC: 2023-10-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings
[superguymj's solution](#)

165.

1788B

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

Quality: 22,356 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities
[superguymj's solution](#)

166.

1787B

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

Quality: 14,890 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[superguymj's solution](#)

167.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,970 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory
[superguymj's solution](#)

168.

1743C

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

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy
[superguymj's solution](#)

169.

1717B

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

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[superguymj's solution](#)

170.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[superguymj's solution](#)

171.

1625B

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

Quality: 16,858 global accepts · Rating: 1100 · first AC: 2022-06-14 · PyPy 3-64 (first AC) · Tags: brute force, greedy, sortings

[superguymj's solution](#)

172.

1656B

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

Quality: 26,802 global accepts · Rating: 1100 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, two pointers

[superguymj's solution](#)

173.

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[superguymj's solution](#)

174.

1534B

[Histogram Ugliness](#) · [Tutorial](#)

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[superguymj's solution](#)

175.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,390 global accepts · Rating: 1100 · first AC: 2020-09-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[superguymj's solution](#)

176.

1060B

[Maximum Sum of Digits](#) · [Tutorial](#)

Quality: 9,497 global accepts · Rating: 1100 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[superguymj's solution](#)

177.

898B

[Proper Nutrition](#) · [Tutorial](#)

Quality: 10,647 global accepts · Rating: 1100 · first AC: 2017-12-16 · GNU C++11 (first AC) · Tags: brute force, implementation, number theory

[superguymj's solution](#)

178.

877A

[Alex and broken contest](#) · [Tutorial](#)

Quality: 11,550 global accepts · Rating: 1100 · first AC: 2017-10-23 · GNU C++11 (first AC) · Tags: implementation, strings

[superguymj's solution](#)

179.

2196A

[Game with a Fraction](#) · [Tutorial](#)

Quality: 15,810 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[superguymj's solution](#)

180.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,127 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[superguymj's solution](#)

181.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,693 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[superguymj's solution](#)

182.

2174A

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

Quality: 14,291 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[superguymj's solution](#)

183.

2135A

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

Quality: 18,327 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[superguymj's solution](#)

184.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,302 global accepts · Rating: 1200 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math

[superguymj's solution](#)

185.

2062C

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

Quality: 18,387 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[superguymj's solution](#)

186.

2056C

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

Quality: 19,432 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[superguymj's solution](#)

187.

2048C

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

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[superguymj's solution](#)

188.

2046A

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

Quality: 16,802 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[superguymj's solution](#)

189.

2005B2

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

Quality: 21,682 global accepts · Rating: 1200 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[superguymj's solution](#)

190.

2003C

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

Quality: 21,658 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[superguymj's solution](#)

191.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,409 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[superguymj's solution](#)

192.

1975C

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

Quality: 17,160 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[superguymj's solution](#)

193.

1954C

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

Quality: 22,742 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[superguymj's solution](#)

194.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,511 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[superguymj's solution](#)

195.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,751 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[superguymj's solution](#)

196.

1874A

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

Quality: 19,386 global accepts · Rating: 1200 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation

[superguymj's solution](#)

197.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,888 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[superguymj's solution](#)

198.

1799B

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

Quality: 12,738 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[superguymj's solution](#)

199.

776B

[Sherlock and his girlfriend](#) · [Tutorial](#)

Quality: 25,724 global accepts · Rating: 1200 · first AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[superguymj's solution](#)

200.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,381 global accepts · Rating: 1200 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[superguymj's solution](#)

201.

1738B

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

Quality: 18,791 global accepts · Rating: 1200 · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[superguymj's solution](#)

202.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[superguymj's solution](#)

203.

1598C

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

Quality: 23,651 global accepts · Rating: 1200 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[superguymj's solution](#)

204.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,802 global accepts · Rating: 1200 · first AC: 2021-07-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[superguymj's solution](#)

205.

1392C

[Omkar and Waterslide](#) · [Tutorial](#)

Quality: 19,594 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[superguymj's solution](#)

206.

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[superguymj's solution](#)

207.

1028B

[Unnatural Conditions](#) · [Tutorial](#)

Quality: 10,240 global accepts · Rating: 1200 · first AC: 2018-08-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[superguymj's solution](#)

208.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[superguymj's solution](#)

209.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[superguymj's solution](#)

210.

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,342 global accepts · Rating: 1200 · first AC: 2018-04-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation,

two pointers

[superguymj's solution](#)

211.

908B

[New Year and Buggy Bot](#) · [Tutorial](#)

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, implementation

[superguymj's solution](#)

212.

899B

[Months and Years](#) · [Tutorial](#)

Quality: 6,435 global accepts · Rating: 1200 · first AC: 2017-12-17 · GNU C++11 (first AC) · Tags: implementation

[superguymj's solution](#)

213.

892B

[Wrath](#) · [Tutorial](#)

Quality: 9,973 global accepts · Rating: 1200 · first AC: 2017-11-17 · GNU C++11 (first AC) · Tags: greedy, implementation, two pointers

[superguymj's solution](#)

214.

879B

[Table Tennis](#) · [Tutorial](#)

Quality: 14,405 global accepts · Rating: 1200 · first AC: 2017-10-26 · GNU C++11 (first AC) · Tags: data structures, implementation

[superguymj's solution](#)

215.

876C

[Classroom Watch](#) · [Tutorial](#)

Rating: 1200 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: brute force, math

[superguymj's solution](#)

216.

872B

[Maximum of Maximums of Minimums](#) · [Tutorial](#)

Rating: 1200 · first AC: 2017-10-15 · GNU C++11 (first AC) · Tags: implementation

[superguymj's solution](#)

217.

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,096 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[superguymj's solution](#)

218.

2208C

[Stamina and Tasks](#) · [Tutorial](#)

Quality: 11,074 global accepts · Rating: 1300 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[superguymj's solution](#)

219.

2187A

[Restricted Sorting](#) · [Tutorial](#)

Quality: 15,867 global accepts · Rating: 1300 · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[superguymj's solution](#)

220.

2152B

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

Quality: 12,852 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[superguymj's solution](#)

221.

2129A

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

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[superguymj's solution](#)

222.

2124C

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

Quality: 14,590 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[superguymj's solution](#)

223.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,299 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[superguymj's solution](#)

224.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,425 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[superguymj's solution](#)

225.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,832 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[superguymj's solution](#)

226.

2073L

[Boarding Queue](#) · [Tutorial](#)

Quality: 1,779 global accepts · Rating: 1300 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[superguymj's solution](#)

227.

2059B

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

Quality: 18,788 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[superguymj's solution](#)

228.

2056B

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

Quality: 17,921 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[superguymj's solution](#)

229.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,501 global accepts · Rating: 1300 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[superguymj's solution](#)

230.

2023A

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

Quality: 16,567 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[superguymj's solution](#)

231.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,035 global accepts · Rating: 1300 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[superguymj's solution](#)

232.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[superguymj's solution](#)

233.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,473 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[superguymj's solution](#)

234.

1810C

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

Quality: 16,549 global accepts · Rating: 1300 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[superguymj's solution](#)

235.

1776H

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

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: two pointers

[superguymj's solution](#)

236.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[superguymj's solution](#)

237.

1775B

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

Quality: 20,730 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[superguymj's solution](#)

238.

1753A1

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

Quality: 16,451 global accepts · Rating: 1300 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[superguymj's solution](#)

239.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[superguymj's solution](#)

240.

1737B

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

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

[superguymj's solution](#)

241.

1733C

[Parity Shuffle Sorting](#) · [Tutorial](#)

Quality: 17,097 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[superguymj's solution](#)

242.

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[superguymj's solution](#)

243.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,805 global accepts · Rating: 1300 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[superguymj's solution](#)

244.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[superguymj's solution](#)

245.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,067 global accepts · Rating: 1300 · first AC: 2020-09-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[superguymj's solution](#)

246.

1381A1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Quality: 21,721 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, strings

[superguymj's solution](#)

247.

1182B

[Plus from Picture](#) · [Tutorial](#)

Quality: 12,001 global accepts · Rating: 1300 · first AC: 2019-06-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation, strings

[superguymj's solution](#)

248.

1063A

[Oh Those Palindromes](#) · [Tutorial](#)

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[superguymj's solution](#)

249.

899C

[Dividing the numbers](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 1300 · first AC: 2017-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math

[superguymj's solution](#)

250.

900B

[Position in Fraction](#) · [Tutorial](#)

Quality: 8,376 global accepts · Rating: 1300 · first AC: 2017-12-11 · GNU C++11 (first AC) · Tags: math, number theory

[superguymj's solution](#)

251.

897B

[Chtholly's request](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1300 · first AC: 2017-12-02 · GNU C++11 (first AC) · Tags: brute force

[superguymj's solution](#)

252.

887B

[Cubes for Masha](#) · [Tutorial](#)

Quality: 5,955 global accepts · Rating: 1300 · first AC: 2017-11-03 · GNU C++11 (first AC) · Tags: brute force, implementation
[superguymj's solution](#)

253.

876B

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

Quality: 10,325 global accepts · Rating: 1300 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: implementation, math, number theory
[superguymj's solution](#)

254.

872C

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

Rating: 1300 · first AC: 2017-10-15 · GNU C++11 (first AC) · Tags: dp, greedy, math, number theory
[superguymj's solution](#)

255.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,630 global accepts · Rating: 1400 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive
[superguymj's solution](#)

256.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,727 global accepts · Rating: 1400 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[superguymj's solution](#)

257.

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers
[superguymj's solution](#)

258.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,698 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
[superguymj's solution](#)

259.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,214 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math
[superguymj's solution](#)

260.

2084C

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

Quality: 11,708 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[superguymj's solution](#)

261.

2066A

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

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive
[superguymj's solution](#)

262.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,243 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[superguymj's solution](#)

263.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,703 global accepts · Rating: 1400 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[superguymj's solution](#)

264.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[superguymj's solution](#)

265.

2038L

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

Quality: 7,983 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[superguymj's solution](#)

266.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings

[superguymj's solution](#)

267.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,172 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings, two pointers

[superguymj's solution](#)

268.

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[superguymj's solution](#)

269.

1929C

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

Quality: 17,284 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[superguymj's solution](#)

270.

1919C

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

Quality: 28,573 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[superguymj's solution](#)

271.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1400 · first AC: 2023-11-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[superguymj's solution](#)

272.

1901C

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

Quality: 14,238 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[superguymj's solution](#)

273.

1860C

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

Quality: 15,561 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy
[superguymj's solution](#)

274.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[superguymj's solution](#)

275.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,932 global accepts · Rating: 1400 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings
[superguymj's solution](#)

276.

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[superguymj's solution](#)

277.

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,879 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
[superguymj's solution](#)

278.

1697C

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

Quality: 15,800 global accepts · Rating: 1400 · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers
[superguymj's solution](#)

279.

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation
[superguymj's solution](#)

280.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,723 global accepts · Rating: 1400 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers
[superguymj's solution](#)

281.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,579 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[superguymj's solution](#)

282.

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[superguymj's solution](#)

283.

961C

[Chessboard](#) · [Tutorial](#)

Quality: 5,637 global accepts · Rating: 1400 · first AC: 2018-04-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, implementation
[superguymj's solution](#)

284.

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1400 · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[superguymj's solution](#)

285.

868B

[Race Against Time](#) · [Tutorial](#)

Quality: 3,907 global accepts · Rating: 1400 · first AC: 2017-10-05 · GNU C++11 (first AC) · Tags: implementation
[superguymj's solution](#)

286.

2183D1

[Tree Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[superguymj's solution](#)

287.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,668 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers
[superguymj's solution](#)

288.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,739 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation
[superguymj's solution](#)

289.

2115A

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

Quality: 14,951 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory
[superguymj's solution](#)

290.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,367 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, math
[superguymj's solution](#)

291.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,627 global accepts · Rating: 1500 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation
[superguymj's solution](#)

292.

2003D1

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

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[superguymj's solution](#)

293.

2001C

[Guess The Tree · Tutorial](#)

Quality: 12,796 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
[superguymj's solution](#)

294.

1924A

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

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings
[superguymj's solution](#)

295.

1898B

[Milena and Admirer · Tutorial](#)

Quality: 14,611 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[superguymj's solution](#)

296.

1891C

[Smilo and Monsters · Tutorial](#)

Quality: 20,350 global accepts · Rating: 1500 · first AC: 2023-10-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers
[superguymj's solution](#)

297.

1789C

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

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

298.

1776L

[Controllers · Tutorial](#)

Quality: 11,551 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
[superguymj's solution](#)

299.

1732D1

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

Quality: 9,901 global accepts · Rating: 1500 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, number theory
[superguymj's solution](#)

300.

1753A2

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

Quality: 11,606 global accepts · Rating: 1500 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy
[superguymj's solution](#)

301.

1737C

[Ela and Crickets · Tutorial](#)

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

302.

1738C

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

Quality: 12,772 global accepts · Rating: 1500 · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math
[superguymj's solution](#)

303.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,351 global accepts · Rating: 1500 · first AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[superguymj's solution](#)

304.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings, two pointers
[superguymj's solution](#)

305.

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[superguymj's solution](#)

306.

1400C

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

Quality: 18,503 global accepts · Rating: 1500 · first AC: 2020-08-25 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy
[superguymj's solution](#)

307.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[superguymj's solution](#)

308.

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, sortings
[superguymj's solution](#)

309.

960B

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

Quality: 12,391 global accepts · Rating: 1500 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[superguymj's solution](#)

310.

908C

[New Year and Curling](#) · [Tutorial](#)

Quality: 7,202 global accepts · Rating: 1500 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math
[superguymj's solution](#)

311.

892C

[Pride](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-11-17 · GNU C++11 (first AC) · Tags: greedy
[superguymj's solution](#)

312.

887C

[Solution for Cube](#) · [Tutorial](#)

Quality: 2,975 global accepts · Rating: 1500 · first AC: 2017-11-03 · GNU C++11 (first AC) · Tags: brute force, implementation
[superguymj's solution](#)

313.

877B

[Nikita and string](#) · [Tutorial](#)

Quality: 11,925 global accepts · Rating: 1500 · first AC: 2017-10-23 · GNU C++11 (first AC) · Tags: brute force, dp
[superguymj's solution](#)

314.

876D

[Sorting the Coins](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: dsu, implementation, sortings, trees, two pointers
[superguymj's solution](#)

315.

868C

[Qualification Rounds](#) · [Tutorial](#)

Quality: 5,026 global accepts · Rating: 1500 · first AC: 2017-10-05 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp
[superguymj's solution](#)

316.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,437 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, math
[superguymj's solution](#)

317.

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,800 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
[superguymj's solution](#)

318.

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,575 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, two pointers
[superguymj's solution](#)

319.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
[superguymj's solution](#)

320.

2084D

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

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math
[superguymj's solution](#)

321.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,535 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings
[superguymj's solution](#)

322.

2061D

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

Quality: 10,781 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures
[superguymj's solution](#)

323.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,959 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp
[superguymj's solution](#)

324.

2048D

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

Quality: 8,310 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
[superguymj's solution](#)

325.

2040C

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

Quality: 10,781 global accepts · Rating: 1600 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers
[superguymj's solution](#)

326.

2046B

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

Quality: 10,866 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings
[superguymj's solution](#)

327.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,614 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math
[superguymj's solution](#)

328.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[superguymj's solution](#)

329.

1928C

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

Quality: 10,355 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[superguymj's solution](#)

330.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,174 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[superguymj's solution](#)

331.

1787C

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

Quality: 8,272 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
[superguymj's solution](#)

332.

1782C

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

Rating: 1600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[superguymj's solution](#)

333.

1775C

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

Quality: 14,204 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[superguymj's solution](#)

334.

1753B

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

Quality: 14,994 global accepts · Rating: 1600 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[superguymj's solution](#)

335.

1671D

[Insert a Progression](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1600 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[superguymj's solution](#)

336.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, two pointers

[superguymj's solution](#)

337.

1566D2

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

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[superguymj's solution](#)

338.

1567C

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

Quality: 13,154 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[superguymj's solution](#)

339.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,801 global accepts · Rating: 1600 · first AC: 2020-09-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[superguymj's solution](#)

340.

1396A

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

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[superguymj's solution](#)

341.

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1600 · first AC: 2019-06-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy

[superguymj's solution](#)

342.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,430 global accepts · Rating: 1600 · first AC: 2019-06-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, expression parsing, implementation

[superguymj's solution](#)

343.

1109A

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[superguymj's solution](#)

344.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[superguymj's solution](#)

345.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,051 global accepts · Rating: 1600 · first AC: 2018-08-29 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, sortings

[superguymj's solution](#)

346.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[superguymj's solution](#)

347.

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[superguymj's solution](#)

348.

954D

[Fight Against Traffic](#) · [Tutorial](#)

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[superguymj's solution](#)

349.

949A

[Zebras](#) · [Tutorial](#)

Quality: 5,655 global accepts · Rating: 1600 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[superguymj's solution](#)

350.

898E

[Squares and not squares](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1600 · first AC: 2017-12-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[superguymj's solution](#)

351.

879C

[Short Program](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-10-26 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, graph matchings

[superguymj's solution](#)

352.

877C

[Slava and tanks](#) · [Tutorial](#)

Quality: 6,065 global accepts · Rating: 1600 · first AC: 2017-10-24 · GNU C++11 (first AC) · Tags: constructive algorithms

[superguymj's solution](#)

353.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[superguymj's solution](#)

354.

2159A

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

Quality: 8,130 global accepts · Rating: 1700 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[superguymj's solution](#)

355.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,747 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[superguymj's solution](#)

356.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,487 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[superguymj's solution](#)

357.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,337 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[superguymj's solution](#)

358.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,393 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[superguymj's solution](#)

359.

2124D

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

Quality: 8,092 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[superguymj's solution](#)

360.

2080B

[Best Runner](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 1700 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[superguymj's solution](#)

361.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[superguymj's solution](#)

362.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,644 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[superguymj's solution](#)

363.

2006A

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

Quality: 9,365 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

[superguymj's solution](#)

364.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,048 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[superguymj's solution](#)

365.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,494 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

[superguymj's solution](#)

366.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[superguymj's solution](#)

367.

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

[superguymj's solution](#)

368.

1930C

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

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

[superguymj's solution](#)

369.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,005 global accepts · Rating: 1700 · first AC: 2023-11-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[superguymj's solution](#)

370.

1901D

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

Quality: 8,591 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, math

[superguymj's solution](#)

371.

1898C

[Colorful Grid](#) · [Tutorial](#)

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

[superguymj's solution](#)

372.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,563 global accepts · Rating: 1700 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[superguymj's solution](#)

373.

1810D

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

Quality: 8,540 global accepts · Rating: 1700 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
[superguymj's solution](#)

374.

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[superguymj's solution](#)

375.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy
[superguymj's solution](#)

376.

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, probabilities
[superguymj's solution](#)

377.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,772 global accepts · Rating: 1700 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math
[superguymj's solution](#)

378.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,876 global accepts · Rating: 1700 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math
[superguymj's solution](#)

379.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,484 global accepts · Rating: 1700 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math
[superguymj's solution](#)

380.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[superguymj's solution](#)

381.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[superguymj's solution](#)

382.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,695 global accepts · Rating: 1700 · first AC: 2020-08-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[superguymj's solution](#)

383.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[superguymj's solution](#)

384.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers
[superguymj's solution](#)

385.

1381A2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,323 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers
[superguymj's solution](#)

386.

1182C

[Beautiful Lyrics](#) · [Tutorial](#)

Quality: 4,591 global accepts · Rating: 1700 · first AC: 2019-06-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings
[superguymj's solution](#)

387.

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,474 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[superguymj's solution](#)

388.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,856 global accepts · Rating: 1700 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[superguymj's solution](#)

389.

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation
[superguymj's solution](#)

390.

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[superguymj's solution](#)

391.

949B

[A Leapfrog in the Array](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1700 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[superguymj's solution](#)

392.

900C

[Remove Extra One](#) · [Tutorial](#)

Quality: 5,004 global accepts · Rating: 1700 · first AC: 2017-12-11 · GNU C++11 (first AC) · Tags: brute force, data structures, math
[superguymj's solution](#)

393.

897C

[Nephren gives a riddle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-12-02 · GNU C++11 (first AC) · Tags: binary search, combinatorics, math

[superguymj's solution](#)

394.

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,542 global accepts · Rating: 1700 · first AC: 2017-11-20 · GNU C++11 (first AC) · Tags: data structures, trees

[superguymj's solution](#)

395.

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,668 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, greedy

[superguymj's solution](#)

396.

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,317 global accepts · Rating: 1800 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[superguymj's solution](#)

397.

2208D1

[Tree Orientation \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,196 global accepts · Rating: 1800 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees

[superguymj's solution](#)

398.

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[superguymj's solution](#)

399.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,963 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

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400.

2138C1

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

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

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401.

2101B

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Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[superguymj's solution](#)

402.

2079D

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

Quality: 683 global accepts · Rating: 1800 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, sortings

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403.

1965B

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Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms,

greedy, number theory
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404.

2042C

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Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[superguymj's solution](#)

405.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,680 global accepts · Rating: 1800 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings
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406.

2032D

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Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers
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407.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,877 global accepts · Rating: 1800 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers
[superguymj's solution](#)

408.

2006B

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

Quality: 4,357 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
[superguymj's solution](#)

409.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,076 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings
[superguymj's solution](#)

410.

1930D1

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

Quality: 4,853 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings
[superguymj's solution](#)

411.

1922E

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

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

412.

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers
[superguymj's solution](#)

413.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,237 global accepts · Rating: 1800 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

[superguymj's solution](#)

414.

1805D

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Quality: 8,997 global accepts · Rating: 1800 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[superguymj's solution](#)

415.

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[superguymj's solution](#)

416.

1782D

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

Rating: 1800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[superguymj's solution](#)

417.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,471 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[superguymj's solution](#)

418.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math

[superguymj's solution](#)

419.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[superguymj's solution](#)

420.

1535D

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Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[superguymj's solution](#)

421.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1800 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[superguymj's solution](#)

422.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[superguymj's solution](#)

423.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, trees

[superguymj's solution](#)

424.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,930 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[superguymj's solution](#)

425.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,564 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[superguymj's solution](#)

426.

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,536 global accepts · Rating: 1800 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing, strings

[superguymj's solution](#)

427.

1063B

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Quality: 9,253 global accepts · Rating: 1800 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[superguymj's solution](#)

428.

1053A

[Vasya and Triangle](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-09-23 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[superguymj's solution](#)

429.

831D

[Office Keys](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-10-07 · last AC: 2018-08-19 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, greedy

[superguymj's solution](#)

430.

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2018-04-17 · last AC: 2018-04-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[superguymj's solution](#)

431.

899D

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Quality: 3,261 global accepts · Rating: 1800 · first AC: 2017-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[superguymj's solution](#)

432.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,837 global accepts · Rating: 1800 · first AC: 2017-11-22 · GNU C++11 (first AC) · Tags: dp

[superguymj's solution](#)

433.

888E

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

Quality: 9,200 global accepts · Rating: 1800 · first AC: 2017-11-22 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[superguymj's solution](#)

434.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,893 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math
[superguymj's solution](#)

435.

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, implementation, strings
[superguymj's solution](#)

436.

2180D

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Quality: 4,253 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math
[superguymj's solution](#)

437.

2180C

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Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory
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438.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,966 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp
[superguymj's solution](#)

439.

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,330 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers
[superguymj's solution](#)

440.

2129C1

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

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[superguymj's solution](#)

441.

2068F

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Quality: 1,483 global accepts · Rating: 1900 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, strings
[superguymj's solution](#)

442.

2073A

[Control Towers](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 1900 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[superguymj's solution](#)

443.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[superguymj's solution](#)

444.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,563 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[superguymj's solution](#)

445.

2040D

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Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[superguymj's solution](#)

446.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,235 global accepts · Rating: 1900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[superguymj's solution](#)

447.

2026D

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Quality: 5,854 global accepts · Rating: 1900 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, math

[superguymj's solution](#)

448.

2038G

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Quality: 2,953 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[superguymj's solution](#)

449.

2018B

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Quality: 5,188 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[superguymj's solution](#)

450.

2001D

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Quality: 6,384 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

[superguymj's solution](#)

451.

1938C

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

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[superguymj's solution](#)

452.

1929D

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

Quality: 5,757 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[superguymj's solution](#)

453.

1928D

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Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search
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454.

1922D

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Quality: 6,770 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math
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455.

1902E

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Quality: 5,617 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees
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456.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,631 global accepts · Rating: 1900 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
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457.

1891D

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

Quality: 4,557 global accepts · Rating: 1900 · first AC: 2023-10-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math
[superguymj's solution](#)

458.

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
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459.

1799D1

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Quality: 5,803 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dp
[superguymj's solution](#)

460.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation
[superguymj's solution](#)

461.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation
[superguymj's solution](#)

462.

1774E

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Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
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463.

1747D

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Quality: 5,559 global accepts · Rating: 1900 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures
[superguymj's solution](#)

464.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[superguymj's solution](#)

465.

1738D

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Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

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466.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,235 global accepts · Rating: 1900 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[superguymj's solution](#)

467.

1717D

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

Quality: 4,863 global accepts · Rating: 1900 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[superguymj's solution](#)

468.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,995 global accepts · Rating: 1900 · first AC: 2022-09-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[superguymj's solution](#)

469.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[superguymj's solution](#)

470.

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[superguymj's solution](#)

471.

1569D

[Inconvenient Pairs](#) · [Tutorial](#)

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[superguymj's solution](#)

472.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,868 global accepts · Rating: 1900 · first AC: 2021-09-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[superguymj's solution](#)

473.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,184 global accepts · Rating: 1900 · first AC: 2020-09-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, trees
[superguymj's solution](#)

474.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[superguymj's solution](#)

475.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,441 global accepts · Rating: 1900 · first AC: 2020-07-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[superguymj's solution](#)

476.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,063 global accepts · Rating: 1900 · first AC: 2019-06-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[superguymj's solution](#)

477.

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[superguymj's solution](#)

478.

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures

[superguymj's solution](#)

479.

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[superguymj's solution](#)

480.

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[superguymj's solution](#)

481.

993B

[Open Communication](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 1900 · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

[superguymj's solution](#)

482.

961E

[Tufurama](#) · [Tutorial](#)

Quality: 4,233 global accepts · Rating: 1900 · first AC: 2018-04-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[superguymj's solution](#)

483.

949C

[Data Center Maintenance](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 1900 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[superguymj's solution](#)

484.

685B

[Kay and Snowflake](#) · [Tutorial](#)

Quality: 5,355 global accepts · Rating: 1900 · first AC: 2017-11-22 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, trees
[superguymj's solution](#)

485.

894C

[Marco and GCD Sequence](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1900 · first AC: 2017-11-20 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[superguymj's solution](#)

486.

2196C2

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

Quality: 2,518 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive
[superguymj's solution](#)

487.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,686 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive
[superguymj's solution](#)

488.

2138C2

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

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees
[superguymj's solution](#)

489.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,885 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math
[superguymj's solution](#)

490.

2129C2

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

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[superguymj's solution](#)

491.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,825 global accepts · Rating: 2000 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, graphs, math
[superguymj's solution](#)

492.

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy
[superguymj's solution](#)

493.

2073J

[Gathering Sharks](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2000 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[superguymj's solution](#)

494.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[superguymj's solution](#)

495.

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

[superguymj's solution](#)

496.

2055D

[Scarecrow · Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[superguymj's solution](#)

497.

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

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498.

1988D

[The Omnipotent Monster Killer · Tutorial](#)

Quality: 6,010 global accepts · Rating: 2000 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

[superguymj's solution](#)

499.

1943B

[Non-Palindromic Substring · Tutorial](#)

Quality: 4,540 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[superguymj's solution](#)

500.

1936B

[Pinball · Tutorial](#)

Quality: 3,562 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

[superguymj's solution](#)

501.

1891F

[A Growing Tree · Tutorial](#)

Quality: 4,774 global accepts · Rating: 2000 · first AC: 2023-10-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[superguymj's solution](#)

502.

1796D

[Maximum Subarray · Tutorial](#)

Quality: 5,449 global accepts · Rating: 2000 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[superguymj's solution](#)

503.

1788D

[Moving Dots · Tutorial](#)

Quality: 4,655 global accepts · Rating: 2000 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[superguymj's solution](#)

504.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,287 global accepts · Rating: 2000 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation
[superguymj's solution](#)

505.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation
[superguymj's solution](#)

506.

1753C

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

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities
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507.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,213 global accepts · Rating: 2000 · first AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs
[superguymj's solution](#)

508.

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[superguymj's solution](#)

509.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees
[superguymj's solution](#)

510.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,102 global accepts · Rating: 2000 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths
[superguymj's solution](#)

511.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 2000 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory
[superguymj's solution](#)

512.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,446 global accepts · Rating: 2000 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[superguymj's solution](#)

513.

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[superguymj's solution](#)

514.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,705 global accepts · Rating: 2000 · first AC: 2019-03-06 · C++14 (GCC 6-32) (first AC) · Tags: dp
[superguymj's solution](#)

515.

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,498 global accepts · Rating: 2000 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees
[superguymj's solution](#)

516.

1053B

[Vasya and Good Sequences](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-09-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp
[superguymj's solution](#)

517.

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2000 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive
[superguymj's solution](#)

518.

963B

[Destruction of a Tree](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[superguymj's solution](#)

519.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,510 global accepts · Rating: 2000 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math
[superguymj's solution](#)

520.

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 2000 · first AC: 2018-04-05 · C++14 (GCC 6-32) (first AC) · Tags: geometry
[superguymj's solution](#)

521.

954E

[Water Taps](#) · [Tutorial](#)

Quality: 2,096 global accepts · Rating: 2000 · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
[superguymj's solution](#)

522.

954G

[Castle Defense](#) · [Tutorial](#)

Quality: 2,400 global accepts · Rating: 2000 · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
[superguymj's solution](#)

523.

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2017-12-20 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games
[superguymj's solution](#)

524.

899E

[Segments Removal](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2000 · first AC: 2017-12-17 · GNU C++11 (first AC) · Tags: data structures, dsu, flows, implementation,

two pointers

[superguymj's solution](#)

525.

897D

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-12-12 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, implementation, interactive

[superguymj's solution](#)

526.

900D

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

Quality: 3,788 global accepts · Rating: 2000 · first AC: 2017-12-11 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[superguymj's solution](#)

527.

892D

[Gluttony](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-11-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[superguymj's solution](#)

528.

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,496 global accepts · Rating: 2000 · first AC: 2017-10-24 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees

[superguymj's solution](#)

529.

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[superguymj's solution](#)

530.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[superguymj's solution](#)

531.

2183E

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

Quality: 2,851 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[superguymj's solution](#)

532.

2183D2

[Tree Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,497 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[superguymj's solution](#)

533.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2100 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[superguymj's solution](#)

534.

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[superguymj's solution](#)

535.

2135D1

[From the Unknown \(Easy Version\) · Tutorial](#)

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[superguymj's solution](#)

536.

2124E

[Make it Zero · Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[superguymj's solution](#)

537.

2119D

[Token Removing · Tutorial](#)

Quality: 3,470 global accepts · Rating: 2100 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[superguymj's solution](#)

538.

2115B

[Gellyfish and Camellia Japonica · Tutorial](#)

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[superguymj's solution](#)

539.

2068C

[Ads · Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[superguymj's solution](#)

540.

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

[superguymj's solution](#)

541.

2040E

[Control of Randomness · Tutorial](#)

Quality: 2,670 global accepts · Rating: 2100 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[superguymj's solution](#)

542.

2046C

[Adventurers · Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[superguymj's solution](#)

543.

2005E1

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

Quality: 3,322 global accepts · Rating: 2100 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, implementation

[superguymj's solution](#)

544.

2038K

[Grid Walk · Tutorial](#)

Quality: 1,775 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[superguymj's solution](#)

545.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[superguymj's solution](#)

546.

2003D2

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

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[superguymj's solution](#)

547.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[superguymj's solution](#)

548.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[superguymj's solution](#)

549.

1938J

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

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[superguymj's solution](#)

550.

1930D2

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

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

[superguymj's solution](#)

551.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings

[superguymj's solution](#)

552.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,567 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[superguymj's solution](#)

553.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[superguymj's solution](#)

554.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[superguymj's solution](#)

555.

1799D2

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

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
[superguymj's solution](#)

556.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings
[superguymj's solution](#)

557.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[superguymj's solution](#)

558.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[superguymj's solution](#)

559.

776E

[The Holmes Children](#) · [Tutorial](#)

Quality: 2,442 global accepts · Rating: 2100 · first AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[superguymj's solution](#)

560.

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2100 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees
[superguymj's solution](#)

561.

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory
[superguymj's solution](#)

562.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math
[superguymj's solution](#)

563.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math
[superguymj's solution](#)

564.

875C

[National Property](#) · [Tutorial](#)

Quality: 2,366 global accepts · Rating: 2100 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, graphs,

implementation

[superguymj's solution](#)

565.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[superguymj's solution](#)

566.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[superguymj's solution](#)

567.

852D

[Exploration plan](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2100 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graph matchings, shortest paths

[superguymj's solution](#)

568.

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2018-10-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory, trees

[superguymj's solution](#)

569.

993C

[Careful Maneuvering](#) · [Tutorial](#)

Quality: 1,808 global accepts · Rating: 2100 · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, geometry

[superguymj's solution](#)

570.

960D

[Full Binary Tree Queries](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2100 · first AC: 2018-04-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, trees

[superguymj's solution](#)

571.

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs

[superguymj's solution](#)

572.

954F

[Runner's Problem](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices, sortings

[superguymj's solution](#)

573.

899F

[Letters Removing](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2017-12-18 · GNU C++11 (first AC) · Tags: data structures, strings

[superguymj's solution](#)

574.

900E

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

Quality: 1,393 global accepts · Rating: 2100 · first AC: 2017-12-12 · GNU C++11 (first AC) · Tags: data structures, dp, strings

[superguymj's solution](#)

575.

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2017-11-22 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, shortest paths

[superguymj's solution](#)

576.

877D

[Olya and Energy Drinks](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 2100 · first AC: 2017-10-24 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[superguymj's solution](#)

577.

2209E

[A Trivial String Problem](#) · [Tutorial](#)

Quality: 1,765 global accepts · Rating: 2200 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings

[superguymj's solution](#)

578.

2208D2

[Tree Orientation \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,833 global accepts · Rating: 2200 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[superguymj's solution](#)

579.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,110 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[superguymj's solution](#)

580.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[superguymj's solution](#)

581.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[superguymj's solution](#)

582.

2073G

[Corrupted File](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2200 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[superguymj's solution](#)

583.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,543 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[superguymj's solution](#)

584.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,665 global accepts · Rating: 2200 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[superguymj's solution](#)

585.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,360 global accepts · Rating: 2200 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math
[superguymj's solution](#)

586.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings
[superguymj's solution](#)

587.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory
[superguymj's solution](#)

588.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[superguymj's solution](#)

589.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees
[superguymj's solution](#)

590.

1898E

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

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

591.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,600 global accepts · Rating: 2200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: dp
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592.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp
[superguymj's solution](#)

593.

1808E1

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

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp
[superguymj's solution](#)

594.

1789D

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

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation
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595.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry
[superguymj's solution](#)

596.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2200 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp
[superguymj's solution](#)

597.

1785C

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

Rating: 2200 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation
[superguymj's solution](#)

598.

1736D

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

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings
[superguymj's solution](#)

599.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths
[superguymj's solution](#)

600.

1730D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings, two pointers
[superguymj's solution](#)

601.

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[superguymj's solution](#)

602.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[superguymj's solution](#)

603.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees
[superguymj's solution](#)

604.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2200 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graph matchings, math
[superguymj's solution](#)

605.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[superguymj's solution](#)

606.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2200 · first AC: 2021-10-01 · last AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[superguymj's solution](#)

607.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[superguymj's solution](#)

608.

1567E

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

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, math

[superguymj's solution](#)

609.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,703 global accepts · Rating: 2200 · first AC: 2020-09-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs

[superguymj's solution](#)

610.

1400E

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

Quality: 6,309 global accepts · Rating: 2200 · first AC: 2020-08-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[superguymj's solution](#)

611.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2200 · first AC: 2019-06-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[superguymj's solution](#)

612.

1156E

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

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2019-05-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[superguymj's solution](#)

613.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings

[superguymj's solution](#)

614.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[superguymj's solution](#)

615.

954I

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

Quality: 1,302 global accepts · Rating: 2200 · first AC: 2018-03-27 · C++14 (GCC 6-32) (first AC) · Tags: fft, math
[superguymj's solution](#)

616.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2200 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities
[superguymj's solution](#)

617.

876F

[High Cry](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: binary search, combinatorics, data structures
[superguymj's solution](#)

618.

2217F

[Interval Game](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 2300 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, games, greedy, math, probabilities
[superguymj's solution](#)

619.

2190C

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

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers
[superguymj's solution](#)

620.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math
[superguymj's solution](#)

621.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy
[superguymj's solution](#)

622.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2300 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graph matchings, math
[superguymj's solution](#)

623.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy
[superguymj's solution](#)

624.

2129C3

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

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive
[superguymj's solution](#)

625.

2124F1

[Appending Permutations \(Easy Version\) · Tutorial](#)

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp
[superguymj's solution](#)

626.

2080C

[Card Flip · Tutorial](#)

Quality: 204 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special
[superguymj's solution](#)

627.

2079C

[Dreaming Is Not Harmful · Tutorial](#)

Quality: 222 global accepts · Rating: 2300 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special
[superguymj's solution](#)

628.

2068A

[Condorcet Elections · Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities
[superguymj's solution](#)

629.

2066C

[Bitwise Slides · Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math
[superguymj's solution](#)

630.

1965C

[Folding Strip · Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings
[superguymj's solution](#)

631.

2006C

[Eri and Expanded Sets · Tutorial](#)

Quality: 2,073 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
[superguymj's solution](#)

632.

1983E

[I Love Balls · Tutorial](#)

Quality: 2,473 global accepts · Rating: 2300 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities
[superguymj's solution](#)

633.

1942E

[Farm Game · Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games
[superguymj's solution](#)

634.

1943C

[Tree Compass · Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[superguymj's solution](#)

635.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[superguymj's solution](#)

636.

1929F

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

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[superguymj's solution](#)

637.

1929E

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

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[superguymj's solution](#)

638.

1928E

[Modular Sequence](#) · [Tutorial](#)

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

[superguymj's solution](#)

639.

1919F1

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

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

[superguymj's solution](#)

640.

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[superguymj's solution](#)

641.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2300 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices

[superguymj's solution](#)

642.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[superguymj's solution](#)

643.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[superguymj's solution](#)

644.

1782E

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

Rating: 2300 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[superguymj's solution](#)

645.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[superguymj's solution](#)

646.

1743F

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

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices, probabilities

[superguymj's solution](#)

647.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[superguymj's solution](#)

648.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[superguymj's solution](#)

649.

1712E1

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

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[superguymj's solution](#)

650.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2021-09-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math

[superguymj's solution](#)

651.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[superguymj's solution](#)

652.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[superguymj's solution](#)

653.

1282D

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Quality: 2,374 global accepts · Rating: 2300 · first AC: 2021-09-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, strings

[superguymj's solution](#)

654.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[superguymj's solution](#)

655.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[superguymj's solution](#)

656.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[superguymj's solution](#)

657.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation, trees

[superguymj's solution](#)

658.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,328 global accepts · Rating: 2300 · first AC: 2019-06-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices, number theory

[superguymj's solution](#)

659.

101D

[Castle](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2300 · first AC: 2019-03-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, probabilities, sortings, trees

[superguymj's solution](#)

660.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[superguymj's solution](#)

661.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2018-10-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, trees

[superguymj's solution](#)

662.

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,785 global accepts · Rating: 2300 · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, fft, math

[superguymj's solution](#)

663.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,270 global accepts · Rating: 2300 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[superguymj's solution](#)

664.

949D

[Curfew](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2300 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[superguymj's solution](#)

665.

300D

[Painting Square](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2300 · first AC: 2018-02-15 · last AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, fft
[superguymj's solution](#)

666.

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,452 global accepts · Rating: 2300 · first AC: 2018-01-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[superguymj's solution](#)

667.

898F

[Restoring the Expression](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2017-12-17 · GNU C++11 (first AC) · Tags: brute force, hashing, math
[superguymj's solution](#)

668.

879D

[Teams Formation](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-11-25 · GNU C++11 (first AC) · Tags: data structures
[superguymj's solution](#)

669.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2017-11-23 · GNU C++11 (first AC) · Tags: dp, trees
[superguymj's solution](#)

670.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2017-11-20 · GNU C++11 (first AC) · Tags: data structures, math, matrices
[superguymj's solution](#)

671.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2017-11-19 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs
[superguymj's solution](#)

672.

878B

[Teams Formation](#) · [Tutorial](#)

Quality: 1,119 global accepts · Rating: 2300 · first AC: 2017-10-26 · GNU C++11 (first AC) · Tags: data structures, implementation
[superguymj's solution](#)

673.

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2017-10-24 · GNU C++11 (first AC) · Tags: data structures, flows, hashing
[superguymj's solution](#)

674.

870E

[Points, Lines and Ready-made Titles](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees
[superguymj's solution](#)

675.

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math
[superguymj's solution](#)

676.

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[superguymj's solution](#)

677.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[superguymj's solution](#)

678.

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 2400 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[superguymj's solution](#)

679.

2161E

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

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[superguymj's solution](#)

680.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[superguymj's solution](#)

681.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[superguymj's solution](#)

682.

2073D

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2400 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[superguymj's solution](#)

683.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2400 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[superguymj's solution](#)

684.

2038D

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

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[superguymj's solution](#)

685.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data

structures, greedy, implementation, math

[superguymj's solution](#)

686.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,375 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

[superguymj's solution](#)

687.

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

[superguymj's solution](#)

688.

1943D1

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

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

[superguymj's solution](#)

689.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[superguymj's solution](#)

690.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[superguymj's solution](#)

691.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[superguymj's solution](#)

692.

1930E

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

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[superguymj's solution](#)

693.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, matrices

[superguymj's solution](#)

694.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[superguymj's solution](#)

695.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[superguymj's solution](#)

696.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math
[superguymj's solution](#)

697.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math
[superguymj's solution](#)

698.

1830C

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

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings
[superguymj's solution](#)

699.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees
[superguymj's solution](#)

700.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math
[superguymj's solution](#)

701.

1780E

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

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory
[superguymj's solution](#)

702.

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures
[superguymj's solution](#)

703.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees
[superguymj's solution](#)

704.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees
[superguymj's solution](#)

705.

1732D2

[Balance \(Hard version\)](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, number theory

[superguymj's solution](#)

706.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[superguymj's solution](#)

707.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[superguymj's solution](#)

708.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2400 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[superguymj's solution](#)

709.

1736C2

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

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[superguymj's solution](#)

710.

1738F

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

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[superguymj's solution](#)

711.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[superguymj's solution](#)

712.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[superguymj's solution](#)

713.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[superguymj's solution](#)

714.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[superguymj's solution](#)

715.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force,

data structures, dp

[superguymj's solution](#)

716.

1045H

[Self-exploration](#) · [Tutorial](#)

Quality: 439 global accepts · Rating: 2400 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: math

[superguymj's solution](#)

717.

990F

[Flow Control](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 2400 · first AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[superguymj's solution](#)

718.

1392F

[Omkar and Landslide](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[superguymj's solution](#)

719.

1182D

[Complete Mirror](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2019-06-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, hashing, implementation, trees

[superguymj's solution](#)

720.

1132G

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

Quality: 1,230 global accepts · Rating: 2400 · first AC: 2019-03-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[superguymj's solution](#)

721.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[superguymj's solution](#)

722.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[superguymj's solution](#)

723.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2400 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft

[superguymj's solution](#)

724.

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2018-10-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees

[superguymj's solution](#)

725.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,753 global accepts · Rating: 2400 · first AC: 2018-10-10 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths, trees

[superguymj's solution](#)

726.

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2400 · first AC: 2018-10-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing
[superguymj's solution](#)

727.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,431 global accepts · Rating: 2400 · first AC: 2018-06-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[superguymj's solution](#)

728.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,304 global accepts · Rating: 2400 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees
[superguymj's solution](#)

729.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 2400 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft, math
[superguymj's solution](#)

730.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2400 · first AC: 2018-01-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees
[superguymj's solution](#)

731.

907E

[Party](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-12-25 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, graphs
[superguymj's solution](#)

732.

867E

[Buy Low Sell High](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-11-19 · GNU C++11 (first AC) · Tags: data structures, greedy
[superguymj's solution](#)

733.

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees
[superguymj's solution](#)

734.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees
[superguymj's solution](#)

735.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees
[superguymj's solution](#)

736.

2174C2

[Beautiful Patterns \(Hard Version\) · Tutorial](#)

Quality: 1,023 global accepts · Rating: 2500 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[superguymj's solution](#)

737.

2159D1

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

Quality: 1,020 global accepts · Rating: 2500 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[superguymj's solution](#)

738.

2152F

[Triple Attack · Tutorial](#)

Quality: 1,035 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[superguymj's solution](#)

739.

2135D2

[From the Unknown \(Hard Version\) · Tutorial](#)

Quality: 990 global accepts · Rating: 2500 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[superguymj's solution](#)

740.

2101D

[Mani and Segments · Tutorial](#)

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[superguymj's solution](#)

741.

2075E

[XOR Matrix · Tutorial](#)

Quality: 1,184 global accepts · Rating: 2500 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[superguymj's solution](#)

742.

2059E1

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

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

[superguymj's solution](#)

743.

2056E

[Nested Segments · Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math

[superguymj's solution](#)

744.

2048F

[Kevin and Math Class · Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · last AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[superguymj's solution](#)

745.

2005E2

[Subtriangle Game \(Hard Version\) · Tutorial](#)

Quality: 1,064 global accepts · Rating: 2500 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, games, greedy,

implementation

[superguymj's solution](#)

746.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2500 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[superguymj's solution](#)

747.

2038F

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

Quality: 482 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[superguymj's solution](#)

748.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[superguymj's solution](#)

749.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[superguymj's solution](#)

750.

1922F

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

Quality: 1,746 global accepts · Rating: 2500 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings

[superguymj's solution](#)

751.

1891E

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

Quality: 1,080 global accepts · Rating: 2500 · first AC: 2023-10-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[superguymj's solution](#)

752.

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[superguymj's solution](#)

753.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[superguymj's solution](#)

754.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math

[superguymj's solution](#)

755.

1814D

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

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[superguymj's solution](#)

756.

1808E2

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

Quality: 847 global accepts · Rating: 2500 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices

[superguymj's solution](#)

757.

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, dsu, math

[superguymj's solution](#)

758.

1796E

[Colored Subgraphs](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[superguymj's solution](#)

759.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: games, geometry, greedy, interactive

[superguymj's solution](#)

760.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, interactive, sortings

[superguymj's solution](#)

761.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[superguymj's solution](#)

762.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,156 global accepts · Rating: 2500 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[superguymj's solution](#)

763.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[superguymj's solution](#)

764.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[superguymj's solution](#)

765.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[superguymj's solution](#)

766.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[superguymj's solution](#)

767.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[superguymj's solution](#)

768.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[superguymj's solution](#)

769.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[superguymj's solution](#)

770.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[superguymj's solution](#)

771.

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[superguymj's solution](#)

772.

1717F

[Madoka and The First Session](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2500 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, graphs, implementation

[superguymj's solution](#)

773.

1712E2

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

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[superguymj's solution](#)

774.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[superguymj's solution](#)

775.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[superguymj's solution](#)

776.

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[superguymj's solution](#)

777.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 2500 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[superguymj's solution](#)

778.

954H

[Path Counting](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2021-09-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[superguymj's solution](#)

779.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2500 · first AC: 2020-09-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[superguymj's solution](#)

780.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[superguymj's solution](#)

781.

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,664 global accepts · Rating: 2500 · first AC: 2019-06-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[superguymj's solution](#)

782.

121D

[Lucky Segments](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2500 · first AC: 2019-03-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[superguymj's solution](#)

783.

799E

[Aquarium decoration](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: 2500 · first AC: 2018-10-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers

[superguymj's solution](#)

784.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2018-10-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[superguymj's solution](#)

785.

1053C

[Putting Boxes Together](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-09-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[superguymj's solution](#)

786.

992E

[Nastya and King-Shamans](#) · [Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2018-06-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[superguymj's solution](#)

787.

993D

[Compute Power](#) · [Tutorial](#)

Quality: 835 global accepts · Rating: 2500 · first AC: 2018-06-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[superguymj's solution](#)

788.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,728 global accepts · Rating: 2500 · first AC: 2018-04-18 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[superguymj's solution](#)

789.

946G

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

Quality: 790 global accepts · Rating: 2500 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[superguymj's solution](#)

790.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2018-02-15 · last AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, fft

[superguymj's solution](#)

791.

260E

[Dividing Kingdom](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 2500 · first AC: 2017-11-21 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures

[superguymj's solution](#)

792.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy

[superguymj's solution](#)

793.

868F

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

Quality: 5,099 global accepts · Rating: 2500 · first AC: 2017-10-05 · GNU C++11 (first AC) · Tags: divide and conquer, dp

[superguymj's solution](#)

794.

2217G

[Down the Pivot](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2600 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[superguymj's solution](#)

795.

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2026-01-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings

[superguymj's solution](#)

796.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2600 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing

[superguymj's solution](#)

797.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2026-01-04 · last AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[superguymj's solution](#)

798.

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[superguymj's solution](#)

799.

2138D

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

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[superguymj's solution](#)

800.

2129D

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

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[superguymj's solution](#)

801.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[superguymj's solution](#)

802.

2119E

[And Constraint](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 2600 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy

[superguymj's solution](#)

803.

2079B

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

Quality: 155 global accepts · Rating: 2600 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, data structures, dp, greedy

[superguymj's solution](#)

804.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, matrices

[superguymj's solution](#)

805.

2006D

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

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy,

implementation, math
[superguymj's solution](#)

806.

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math
[superguymj's solution](#)

807.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2600 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math
[superguymj's solution](#)

808.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math
[superguymj's solution](#)

809.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[superguymj's solution](#)

810.

1898F

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

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

811.

1863F

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

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math
[superguymj's solution](#)

812.

1821F

[Timber](#) · [Tutorial](#)

Quality: 938 global accepts · Rating: 2600 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math
[superguymj's solution](#)

813.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[superguymj's solution](#)

814.

1793F

[Rebreeding](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, implementation
[superguymj's solution](#)

815.

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees

[superguymj's solution](#)

816.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices, trees

[superguymj's solution](#)

817.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[superguymj's solution](#)

818.

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[superguymj's solution](#)

819.

1739F

[Keyboard Design](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2600 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, string suffix structures, strings

[superguymj's solution](#)

820.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[superguymj's solution](#)

821.

1061E

[Politics](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 2600 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[superguymj's solution](#)

822.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[superguymj's solution](#)

823.

1569E

[Playoff Restoration](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 2600 · first AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle

[superguymj's solution](#)

824.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2021-09-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[superguymj's solution](#)

825.

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2020-08-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[superguymj's solution](#)

826.

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2019-02-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[superguymj's solution](#)

827.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[superguymj's solution](#)

828.

914G

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

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2018-06-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[superguymj's solution](#)

829.

958F3

[Lightsabers \(hard\)](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2600 · first AC: 2018-04-20 · C++14 (GCC 6-32) (first AC) · Tags: fft

[superguymj's solution](#)

830.

754E

[Dasha and cyclic table](#) · [Tutorial](#)

Quality: 566 global accepts · Rating: 2600 · first AC: 2018-03-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, fft, strings, trees

[superguymj's solution](#)

831.

897E

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Rating: 2600 · first AC: 2017-12-03 · GNU C++11 (first AC) · Tags: data structures

[superguymj's solution](#)

832.

235E

[Number Challenge](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2600 · first AC: 2017-11-17 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[superguymj's solution](#)

833.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,940 global accepts · Rating: 2600 · first AC: 2017-11-17 · GNU C++11 (first AC) · Tags: math

[superguymj's solution](#)

834.

2204G

[Grid Path](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2700 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, matrices

[superguymj's solution](#)

835.

2208E

[Counting Cute Arrays](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 2700 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[superguymj's solution](#)

836.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2700 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[superguymj's solution](#)

837.

2068H

[Statues](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2700 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[superguymj's solution](#)

838.

2073H

[Secret Lilies and Roses](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2700 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[superguymj's solution](#)

839.

2073C

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

Quality: 336 global accepts · Rating: 2700 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[superguymj's solution](#)

840.

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[superguymj's solution](#)

841.

2056F1

[Xor of Median \(Easy Version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2700 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[superguymj's solution](#)

842.

2040F

[Number of Cubes](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2700 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[superguymj's solution](#)

843.

2026F

[Bermart Ice Cream](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 2700 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, implementation, trees

[superguymj's solution](#)

844.

2028F

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

Quality: 541 global accepts · Rating: 2700 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation

[superguymj's solution](#)

845.

2032F

[Peanuts](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2700 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, games, math

[superguymj's solution](#)

846.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 2700 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[superguymj's solution](#)

847.

2003E2

[Turtle and Inversions \(Hard Version\)](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers

[superguymj's solution](#)

848.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[superguymj's solution](#)

849.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[superguymj's solution](#)

850.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[superguymj's solution](#)

851.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[superguymj's solution](#)

852.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[superguymj's solution](#)

853.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[superguymj's solution](#)

854.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[superguymj's solution](#)

855.

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2023-04-06 · last AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, dsu

[superguymj's solution](#)

856.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[superguymj's solution](#)

857.

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[superguymj's solution](#)

858.

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2023-02-25 · last AC: 2023-02-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[superguymj's solution](#)

859.

1782F

[Bracket Insertion](#) · [Tutorial](#)

Rating: 2700 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[superguymj's solution](#)

860.

1730E

[Maximums and Minimums](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2700 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory

[superguymj's solution](#)

861.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math

[superguymj's solution](#)

862.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2021-09-27 · last AC: 2021-09-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[superguymj's solution](#)

863.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 2700 · first AC: 2021-09-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[superguymj's solution](#)

864.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,723 global accepts · Rating: 2700 · first AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[superguymj's solution](#)

865.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[superguymj's solution](#)

866.

1567F

[One-Four Overload](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2700 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, implementation

[superguymj's solution](#)

867.

1514E

[Baby Ehab's Hyper Apartment](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2700 · first AC: 2021-09-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs, interactive, sortings, two pointers

[superguymj's solution](#)

868.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[superguymj's solution](#)

869.

1182F

[Maximum Sine](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2700 · first AC: 2019-06-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, number theory

[superguymj's solution](#)

870.

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2019-03-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, hashing, string suffix structures

[superguymj's solution](#)

871.

1109E

[Sasha and a Very Easy Test](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2700 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[superguymj's solution](#)

872.

878C

[Tournament](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2700 · first AC: 2018-10-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs

[superguymj's solution](#)

873.

575A

[Fibonotci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2018-08-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices

[superguymj's solution](#)

874.

716E

[Digit Tree](#) · [Tutorial](#)

Rating: 2700 · first AC: 2018-04-10 · last AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, trees

[superguymj's solution](#)

875.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2700 · first AC: 2018-04-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[superguymj's solution](#)

876.

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: fft, math, strings
[superguymj's solution](#)

877.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,979 global accepts · Rating: 2700 · first AC: 2017-11-20 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, trees
[superguymj's solution](#)

878.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2017-11-17 · last AC: 2017-11-17 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings
[superguymj's solution](#)

879.

871D

[Paths](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: number theory, sortings
[superguymj's solution](#)

880.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities
[superguymj's solution](#)

881.

2180F1

[Control Car \(Easy Version\)](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities
[superguymj's solution](#)

882.

2174F

[Mosaic Tree](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math, trees
[superguymj's solution](#)

883.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, greedy
[superguymj's solution](#)

884.

2124F2

[Appending Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2800 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp
[superguymj's solution](#)

885.

2068E

[Porto Vs. Benfica](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2800 · first AC: 2025-03-02 · last AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, shortest paths
[superguymj's solution](#)

886.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths

[superguymj's solution](#)

887.

2055E

[Haystacks](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2800 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, sortings

[superguymj's solution](#)

888.

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[superguymj's solution](#)

889.

2031F

[Penchick and Even Medians](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities

[superguymj's solution](#)

890.

2003F

[Turtle and Three Sequences](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers

[superguymj's solution](#)

891.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[superguymj's solution](#)

892.

1943D2

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

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[superguymj's solution](#)

893.

1938L

[XOR Operations](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2800 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[superguymj's solution](#)

894.

1919F2

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

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[superguymj's solution](#)

895.

1900F

[Local Deletions](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2800 · first AC: 2023-11-26 · last AC: 2023-11-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[superguymj's solution](#)

896.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[superguymj's solution](#)

897.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, math

[superguymj's solution](#)

898.

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[superguymj's solution](#)

899.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings, trees

[superguymj's solution](#)

900.

1808E3

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

Quality: 575 global accepts · Rating: 2800 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[superguymj's solution](#)

901.

1783G

[Weighed Tree Radius](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2800 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[superguymj's solution](#)

902.

1697F

[Too Many Constraints](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2800 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, graphs, implementation

[superguymj's solution](#)

903.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[superguymj's solution](#)

904.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2020-09-06 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[superguymj's solution](#)

905.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 2800 · first AC: 2020-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[superguymj's solution](#)

906.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2020-07-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp
[superguymj's solution](#)

907.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, math
[superguymj's solution](#)

908.

869D

[The Overdosing Ubiquity](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 2800 · first AC: 2019-04-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs
[superguymj's solution](#)

909.

1067E

[Random Forest Rank](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2800 · first AC: 2019-04-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, graph matchings, math, trees
[superguymj's solution](#)

910.

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2018-05-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, trees
[superguymj's solution](#)

911.

472G

[Design Tutorial: Increase the Constraints](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 2800 · first AC: 2018-02-15 · last AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, fft
[superguymj's solution](#)

912.

286E

[Ladies' Shop](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2800 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, fft, math
[superguymj's solution](#)

913.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2017-12-05 · last AC: 2017-12-11 · GNU C++11 (first AC) · Tags: data structures, flows, graphs, implementation
[superguymj's solution](#)

914.

2207F

[Hanabi](#) · [Tutorial](#)

Quality: 269 global accepts · Rating: 2900 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, flows, graph matchings, graphs, greedy
[superguymj's solution](#)

915.

2201E

[ABBA Counting](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 2900 · first AC: 2026-03-03 · C++20 (GCC 13-64) (first AC) · Tags: fft, math, number theory, strings
[superguymj's solution](#)

916.

2164F2

[Chain Prefix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 2900 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees

[superguymj's solution](#)

917.

2152H1

[Victorious Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2900 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy

[superguymj's solution](#)

918.

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 712 global accepts · Rating: 2900 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, matrices, trees

[superguymj's solution](#)

919.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games, greedy, math

[superguymj's solution](#)

920.

2108F

[Fallen Towers](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2900 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[superguymj's solution](#)

921.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[superguymj's solution](#)

922.

2073K

[Book Sorting](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 2900 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[superguymj's solution](#)

923.

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[superguymj's solution](#)

924.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[superguymj's solution](#)

925.

2042E

[Vertex Pairs](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, divide and conquer, greedy, implementation, trees

[superguymj's solution](#)

926.

2001E2

[Deterministic Heap \(Hard Version\)](#) · [Tutorial](#)

Quality: 286 global accepts · Rating: 2900 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees
[superguymj's solution](#)

927.

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy
[superguymj's solution](#)

928.

1928F

[Digital Patterns](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2900 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math
[superguymj's solution](#)

929.

1792F2

[Graph Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2900 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, divide and conquer, dp, fft, graphs
[superguymj's solution](#)

930.

1747E

[List Generation](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2900 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[superguymj's solution](#)

931.

776G

[Sherlock and the Encrypted Data](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2900 · first AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp
[superguymj's solution](#)

932.

1726F

[Late For Work \(submissions are not allowed\)](#) · [Tutorial](#)

Rating: 2900 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: *broken, data structures, greedy, schedules, shortest paths
[superguymj's solution](#)

933.

1644F

[Basis](#) · [Tutorial](#)

Quality: 429 global accepts · Rating: 2900 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math, number theory
[superguymj's solution](#)

934.

1562F

[Tubular Bells](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, number theory, probabilities
[superguymj's solution](#)

935.

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2900 · first AC: 2020-08-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths
[superguymj's solution](#)

936.

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2900 · first AC: 2019-06-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[superguymj's solution](#)

937.

932G

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

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2019-03-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings
[superguymj's solution](#)

938.

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2018-10-06 · last AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[superguymj's solution](#)

939.

1053D

[Linear Congruential Generator](#) · [Tutorial](#)

Rating: 2900 · first AC: 2018-09-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory
[superguymj's solution](#)

940.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math
[superguymj's solution](#)

941.

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, sortings
[superguymj's solution](#)

942.

506E

[Mr. Kitayuta's Gift](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 3000 · first AC: 2025-07-03 · last AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, matrices, strings
[superguymj's solution](#)

943.

2075F

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

Quality: 520 global accepts · Rating: 3000 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, implementation
[superguymj's solution](#)

944.

2068K

[Amusement Park Rides](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3000 · first AC: 2025-03-02 · last AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs
[superguymj's solution](#)

945.

2062E2

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

Quality: 450 global accepts · Rating: 3000 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, implementation, trees
[superguymj's solution](#)

946.

2056F2

[Xor of Median \(Hard Version\)](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math
[superguymj's solution](#)

947.

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, math
[superguymj's solution](#)

948.

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2023-07-30 · last AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math
[superguymj's solution](#)

949.

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, trees
[superguymj's solution](#)

950.

1743G

[Antifibonacci Cut](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3000 · first AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, data structures, dp, hashing, math
[superguymj's solution](#)

951.

1586G

[Omkar and Time Travel](#) · [Tutorial](#)

Rating: 3000 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math
[superguymj's solution](#)

952.

1572E

[Polygon](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 3000 · first AC: 2021-09-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, geometry
[superguymj's solution](#)

953.

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 704 global accepts · Rating: 3000 · first AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy
[superguymj's solution](#)

954.

1569F

[Palindromic Hamiltonian Path](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, hashing
[superguymj's solution](#)

955.

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2021-09-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, interactive
[superguymj's solution](#)

956.

1175G

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2019-06-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers
[superguymj's solution](#)

957.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2018-10-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[superguymj's solution](#)

958.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2018-10-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings
[superguymj's solution](#)

959.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 3000 · first AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings
[superguymj's solution](#)

960.

2068D

[Morse Code](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3100 · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings, trees
[superguymj's solution](#)

961.

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs
[superguymj's solution](#)

962.

2018F3

[Speedbreaker Counting \(Hard Version\)](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 3100 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[superguymj's solution](#)

963.

2006E

[Iris's Full Binary Tree](#) · [Tutorial](#)

Quality: 318 global accepts · Rating: 3100 · first AC: 2024-08-31 · last AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees
[superguymj's solution](#)

964.

1954F

[Unique Strings](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3100 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[superguymj's solution](#)

965.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy
[superguymj's solution](#)

966.

1924E

[Paper Cutting Again](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 3100 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, probabilities
[superguymj's solution](#)

967.

1895G

[Two Characters, Two Colors](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 3100 · first AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, flows,

greedy

[superguymj's solution](#)

968.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[superguymj's solution](#)

969.

1785E

[Infinite Game](#) · [Tutorial](#)

Rating: 3100 · first AC: 2023-02-05 · last AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, games

[superguymj's solution](#)

970.

1439D

[INOI Final Contests](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2020-11-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft

[superguymj's solution](#)

971.

923E

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

Quality: 516 global accepts · Rating: 3100 · first AC: 2019-04-17 · C++14 (GCC 6-32) (first AC) · Tags: fft, math, matrices

[superguymj's solution](#)

972.

720D

[Slalom](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 3100 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, sortings

[superguymj's solution](#)

973.

981H

[K Paths](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3100 · first AC: 2018-06-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, fft, math

[superguymj's solution](#)

974.

960H

[Santa's Gift](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 3100 · first AC: 2018-04-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[superguymj's solution](#)

975.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[superguymj's solution](#)

976.

2190E

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

Quality: 235 global accepts · Rating: 3200 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[superguymj's solution](#)

977.

2183G

[Snake Instructions](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 3200 · first AC: 2026-01-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[superguymj's solution](#)

978.

2180F2

[Control Car \(Hard Version\) · Tutorial](#)

Quality: 223 global accepts · Rating: 3200 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[superguymj's solution](#)

979.

2124G

[Maximise Sum · Tutorial](#)

Quality: 304 global accepts · Rating: 3200 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[superguymj's solution](#)

980.

1896G

[Pepe Racing · Tutorial](#)

Quality: 410 global accepts · Rating: 3200 · first AC: 2023-11-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive, sortings

[superguymj's solution](#)

981.

1810G

[The Maximum Prefix · Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: dp

[superguymj's solution](#)

982.

1656H

[Equal LCM Subsets · Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[superguymj's solution](#)

983.

1142E

[Pink Floyd · Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: graphs, interactive

[superguymj's solution](#)

984.

1336D

[Yui and Mahjong Set · Tutorial](#)

Quality: 529 global accepts · Rating: 3200 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive

[superguymj's solution](#)

985.

1396E

[Distance Matching · Tutorial](#)

Quality: 434 global accepts · Rating: 3200 · first AC: 2021-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[superguymj's solution](#)

986.

573E

[Bear and Bowling · Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2020-07-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[superguymj's solution](#)

987.

674G

[Choosing Ads · Tutorial](#)

Rating: 3200 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[superguymj's solution](#)

988.

1119H

[Triple · Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2019-04-24 · C++14 (GCC 6-32) (first AC) · Tags: fft, math
[superguymj's solution](#)

989.

1109F

[Sasha and Algorithm of Silence's Sounds](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3200 · first AC: 2019-03-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees
[superguymj's solution](#)

990.

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[superguymj's solution](#)

991.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2018-09-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures
[superguymj's solution](#)

992.

1019E

[Raining season](#) · [Tutorial](#)

Quality: 407 global accepts · Rating: 3200 · first AC: 2018-08-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees
[superguymj's solution](#)

993.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory
[superguymj's solution](#)

994.

553E

[Kyoya and Train](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3200 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, fft, graphs, math, probabilities
[superguymj's solution](#)

995.

759E

[Byteland coins](#) · [Tutorial](#)

Rating: 3200 · first AC: 2017-11-27 · GNU C++11 (first AC) · Tags: dp, math
[superguymj's solution](#)

996.

2178H

[Create or Duplicate](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3300 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, graphs, number theory, shortest paths
[superguymj's solution](#)

997.

2122G

[Tree Parking](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3300 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft, math, trees
[superguymj's solution](#)

998.

2079A

[Alice, Bob, And Two Arrays](#) · [Tutorial](#)

Quality: 37 global accepts · Rating: 3300 · first AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, data structures, dp, games
[superguymj's solution](#)

999.

1586H

[Omkar and Tours](#) · [Tutorial](#)

Rating: 3300 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, sortings, trees

[superguymj's solution](#)

1000.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 3300 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry, sortings

[superguymj's solution](#)

1001.

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2021-09-15 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures, strings

[superguymj's solution](#)

1002.

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing

[superguymj's solution](#)

1003.

1010F

[Tree](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3400 · first AC: 2018-08-02 · last AC: 2024-09-05 · C++14 (GCC 6-32) (first AC) · Tags: fft, graphs, trees

[superguymj's solution](#)

1004.

1936E

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

Quality: 147 global accepts · Rating: 3400 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, fft, math

[superguymj's solution](#)

1005.

1572F

[Stations](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[superguymj's solution](#)

1006.

2152H2

[Victorious Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3500 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, schedules

[superguymj's solution](#)

1007.

1938M

[Zig-zag](#) · [Tutorial](#)

Quality: 96 global accepts · Rating: 3500 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[superguymj's solution](#)

1008.

1110H

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

Quality: 435 global accepts · Rating: 3500 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[superguymj's solution](#)

1009.

2222G

[Statistics on Tree](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: — · first AC: 2026-04-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, graphs, trees

[superguymj's solution](#)

1010.

2222H

[Counting Sort? · Tutorial](#)

Quality: 105 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp
[superguymj's solution](#)

1011.

2222F

[Building Tree · Tutorial](#)

Quality: 565 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation
[superguymj's solution](#)

1012.

2222E

[Seek the Truth · Tutorial](#)

Quality: 1,934 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[superguymj's solution](#)

1013.

2222D

[Permutation Construction · Tutorial](#)

Quality: 3,169 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, sortings
[superguymj's solution](#)

1014.

2222C

[Median Partition · Tutorial](#)

Quality: 4,749 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math
[superguymj's solution](#)

1015.

2222B

[Artistic Balance Tree · Tutorial](#)

Quality: 7,251 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[superguymj's solution](#)

1016.

2222A

[A Wonderful Contest · Tutorial](#)

Quality: 9,952 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math
[superguymj's solution](#)

1017.

2219D

[MEX Replacement on Tree · Tutorial](#)

Quality: 427 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, trees
[superguymj's solution](#)

1018.

2219C

[Coloring a Red Black Tree · Tutorial](#)

Quality: 1,210 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees
[superguymj's solution](#)

1019.

2219B1

[Unique Values \(Easy version\) · Tutorial](#)

Quality: 3,592 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[superguymj's solution](#)

1020.

2219B2

[Unique Values \(Hard version\) · Tutorial](#)

Quality: 3,199 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[superguymj's solution](#)

1021.

2219A

[Grid L · Tutorial](#)

Quality: 8,968 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[superguymj's solution](#)

1022.

106353G

[Group Photo · Tutorial](#)

Rating: — · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[superguymj's solution](#)

1023.

106353B

[Bisecting Bargain · Tutorial](#)

Rating: — · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[superguymj's solution](#)

1024.

106353E

[Erratic Lights · Tutorial](#)

Rating: — · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[superguymj's solution](#)

1025.

106353J

[Juggling Keys · Tutorial](#)

Rating: — · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[superguymj's solution](#)

1026.

106353C

[Canal Crossing · Tutorial](#)

Rating: — · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[superguymj's solution](#)

1027.

106353A

[Arcade Crane · Tutorial](#)

Rating: — · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[superguymj's solution](#)

1028.

106353K

[KIT Finding · Tutorial](#)

Rating: — · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[superguymj's solution](#)

1029.

106353F

[Fair Share · Tutorial](#)

Rating: — · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[superguymj's solution](#)

1030.

106353D

[Dreamcatcher · Tutorial](#)

Rating: — · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[superguymj's solution](#)

1031.

106353L

[Last Christmas](#) · Tutorial

Rating: — · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[superguymj's solution](#)

1032.

106440D

[e610613*](#)

Rating: — · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[superguymj's solution](#)

1033.

106440C

[mTovaQC}](#)

Rating: — · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[superguymj's solution](#)

1034.

106440G

[fufu ~ NpqrR](#)

Rating: — · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[superguymj's solution](#)

1035.

106440J

[g TUrja|kd](#)

Rating: — · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[superguymj's solution](#)

1036.

106440E

[TFutorial](#)

Rating: — · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[superguymj's solution](#)

1037.

106440H

[k\(N\)S@](#)

Rating: — · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[superguymj's solution](#)

1038.

106440F

[wTgtXTel](#)

Rating: — · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[superguymj's solution](#)

1039.

106440M

[GoYib Nâx](#)

Rating: — · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[superguymj's solution](#)

1040.

106440B

[Q@Sorial](#)

Rating: — · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[superguymj's solution](#)

1041.

106440L

[PPIIIGG](#) · Tutorial

Rating: — · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[superguymj's solution](#)

1042.

105922E

[Eternal Feather](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[superguymj's solution](#)

1043.

105922I

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

Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[superguymj's solution](#)

1044.

105922C

[SSPPSPSP](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[superguymj's solution](#)

1045.

105922L

[Good Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[superguymj's solution](#)

1046.

105922J

[Odd-Even Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[superguymj's solution](#)

1047.

105922H

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

Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[superguymj's solution](#)

1048.

105922G

[Rock-Paper-Scissors](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[superguymj's solution](#)

1049.

105922F

[Ever Forever](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[superguymj's solution](#)

1050.

105922D

[Coprime](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[superguymj's solution](#)

1051.

105924C

[c74161](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[superguymj's solution](#)

1052.

105924J

[sVý--TutVh AE](#)

Rating: — · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[superguymj's solution](#)

1053.

105924L

[ojTutorial](#)

Rating: — · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[superguymj's solution](#)

1054.

105924B

[Nictorial](#)

Rating: — · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[superguymj's solution](#)

1055.

105924E

[hNTutorial](#)

Rating: — · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[superguymj's solution](#)

1056.

105924K

[@Daria8b](#)

Rating: — · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[superguymj's solution](#)

1057.

105924I

[sVý--Tutorial](#)

Rating: — · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[superguymj's solution](#)

1058.

105924H

[sVý--Tutorial](#)

Rating: — · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[superguymj's solution](#)

1059.

105924F

[^TwoSif~!!a](#)

Rating: — · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[superguymj's solution](#)

1060.

105924G

[RTutorial](#)

Rating: — · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[superguymj's solution](#)

1061.

105924A

[GD - ěg MO\[žšOE\]a](#)

Rating: — · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[superguymj's solution](#)

1062.

105911J

[Hot Pepper · Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[superguymj's solution](#)

1063.

105911C

[Osiris · Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[superguymj's solution](#)

1064.

105911I

[Dating Day](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[superguymj's solution](#)

1065.

105911E

[God's String on This Wonderful World](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[superguymj's solution](#)

1066.

105911L

[Regnaissance](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[superguymj's solution](#)

1067.

105911H

[Bingo Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[superguymj's solution](#)

1068.

105911G

[Exploration](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[superguymj's solution](#)

1069.

105911D

[Virtuous Pope](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[superguymj's solution](#)

1070.

105911F

[Caloric Difference](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[superguymj's solution](#)

1071.

105911M

[Divide coins](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —

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1072.

105911K

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Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —

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1073.

105911A

[Nezha Naohai](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · PyPy 3-64 (first AC) · Tags: —

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1074.

105254V

[Three Kinds of Dice](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[superguymj's solution](#)

1075.

105423B

[HolyK's Land](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —
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1076.

105434N

[ZbSobNX](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —
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1077.

105434J

[p@oreNP](#)

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1078.

105434F

[Starlight](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —
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1079.

105434G

[Mobiuspv.Tgrh](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —
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1080.

105434C

[LCT](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —
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1081.

105434E

[HoMaCoMoHa!](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —
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1082.

105434K

[agKc NY \(a\)W\(Ž«T](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —
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1083.

105434I

[n\(8e\)l](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —
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1084.

105434H

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Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —
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1085.

105434D

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Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

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1086.

105434B

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Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

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1087.

105434A

[O`Yy HWCWHerial](#)

Rating: — · first AC: 2024-11-01 · PHP (first AC) · Tags: —

[superguymj's solution](#)

1088.

105423F

[- TúcMañ](#)

Rating: — · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

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1089.

105423D

[Too much noise! · Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

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1090.

105423J

[Beautiful Sequence · Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

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1091.

105423A

[•*TúC@l](#)

Rating: — · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

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1092.

105423E

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Rating: — · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

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1093.

105423H

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Rating: — · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

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1094.

105423K

[n!Rtorial](#)

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1095.

105423I

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Rating: — · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

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1096.

105423C

[easy math · Tutorial](#)

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1097.

105385G

[Cosmic Travel](#) · [Tutorial](#)

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1098.

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1099.

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Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
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1102.

105385C

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Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
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1103.

105385K

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
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1104.

105385M

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Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
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1105.

105385J

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

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
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1106.

105385F

[Divide the Sequence](#) · [Tutorial](#)

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1107.

105385I

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Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

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1108.

105385A

[Printer](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
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1109.

105386H

[Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —
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1110.

105386L

[Trails](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —
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1112.

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1113.

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1114.

105386E

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1115.

105386I

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1116.

105386G

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1117.

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1118.

103443F

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1119.

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1120.

103443C

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103443L

[Leadfoot](#) · [Tutorial](#)

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103443J

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1123.

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1125.

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1128.

105336L

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105336K

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1130.

105336J

[Tutorial](#)

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[superguymj's solution](#)

1131.

105336I

[Tutorial](#)

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[superguymj's solution](#)

1132.

105336G

[Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

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1133.

105336F

[S \[Puzzle\]](#)

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1134.

105336E

[Tutorial](#)

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1135.

105336D

[Tutorial](#)

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1136.

105336C

[Tutorial](#)

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1137.

105336B

[Tutorial](#)

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1138.

105336H

[Tutorial](#)

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105264B

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1140.

105264G

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1141.

105264I

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105264J

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1143.

105264K

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1144.

105264L

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1145.

105264M

[Kaaa](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —
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1146.

105264H

[Good Array](#) · [Tutorial](#)

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1147.

105264F

[Tree XOR](#) · [Tutorial](#)

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1148.

105264E

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1149.

105264D

[Make It Minimum](#) · [Tutorial](#)

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1150.

105264C

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1151.

105264A

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105257E

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105257J

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105257K

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1155.

105257B

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1156.

105257L

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1157.

105257D

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1158.

105257C

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1159.

105257M

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1160.

105257G

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1161.

105257F

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1162.

105257A

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1163.

105254R

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1164.

105222D

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105222C

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1167.

105222K

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1168.

105222F

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1170.

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1171.

105222B

[Link Summon](#) · [Tutorial](#)

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105222A

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1176.

105229I

[QmQcAqep](#)

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1177.

105229H

[QUNralU](#)

Rating: — · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —

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1178.

105229D

[TcepNhw](#)

Rating: — · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —

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1179.

105229G

[EabEY^](#)

Rating: — · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —

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1180.

105229L

[bEcpWk](#)

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1181.

105229M

[NTOqbaY](#)

Rating: — · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —

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1182.

105229K

[eQbrial](#)

Rating: — · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —

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1183.

105229F

[••TcYal](#)

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1184.

105229J

[g•E•Tiep^•R](#)

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1185.

105229A

[Tutorial: Üetp'h h<~ßç](#)

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1186.

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1187.

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[Another Problem About Maximum in Range · Tutorial](#)

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105216M

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105164F

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105164L

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105164J

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1210.

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Rating: — · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —
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105163K

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105173M

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105173L

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Rating: — · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: —
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105173F

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1226.

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1227.

105173A

[Paper Watering](#) · [Tutorial](#)

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1230.

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1231.

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1233.

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1235.

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1238.

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105184C

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1243.

105184D

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Rating: — · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —
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1244.

105184J

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1245.

105184B

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1246.

105184F

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1247.

105184H

[Missing Iris](#) · [Tutorial](#)

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1248.

105184G

[Bracelet](#) · [Tutorial](#)

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1249.

105184E

[Breakfast II](#) · [Tutorial](#)

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1250.

105184A

[Update](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —

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1251.

105184K

[Welcome](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-30 · PyPy 3-64 (first AC) · Tags: —

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1252.

105053H

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1253.

105053B

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1254.

105053I

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1257.

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105053F

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1260.

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1261.

105053D

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1262.

105053K

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1263.

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1265.

105161C

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1267.

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1268.

105161K

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1269.

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1273.

104288A

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1274.

104288L

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1275.

104288C

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1276.

104288J

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1277.

104288H

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1278.

102511B

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1279.

102511J

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1280.

102511E

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1281.

102511A

[Azulejos](#) · [Tutorial](#)

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1282.

102511D

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[superguymj's solution](#)

1283.

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[superguymj's solution](#)

1284.

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[superguymj's solution](#)

1285.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,331 global accepts · Rating: — · first AC: 2024-04-01 · Python 3 (first AC) · Tags: *special, strings

[superguymj's solution](#)

1286.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-01 · Python 3 (first AC) · Tags: *special, strings

[superguymj's solution](#)

1287.

1940A

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

Quality: 105 global accepts · Rating: — · first AC: 2024-03-09 · C++20 (GCC 13-64) (first AC) · Tags: *special, constructive algorithms, dfs and similar, dsu, graphs

[superguymj's solution](#)

1288.

1940D

[Almost Certainly](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, data structures, sortings

[superguymj's solution](#)

1289.

1940B

[Three Arrays](#) · [Tutorial](#)

Quality: 270 global accepts · Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, implementation, sortings

[superguymj's solution](#)

1290.

1939D

[Big Persimmon](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: — · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: *special, dp, games

[superguymj's solution](#)

1291.

1939B

[Evidence Board](#) · [Tutorial](#)

Quality: 307 global accepts · Rating: — · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, dfs and similar, graphs, trees

[superguymj's solution](#)

1292.

1939C

[More Gifts](#) · [Tutorial](#)

Quality: 415 global accepts · Rating: — · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: *special, dfs and similar, two pointers

[superguymj's solution](#)

1293.

104945M

[In-order](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[superguymj's solution](#)

1294.

104945H

[Break a leg!](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[superguymj's solution](#)

1295.

104945D

[Flag performance](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[superguymj's solution](#)

1296.

104945G

[Favourite dish](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —
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1297.

104945C

[Metro quiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[superguymj's solution](#)

1298.

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —
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1299.

104945E

[Nicest view](#) · [Tutorial](#)

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1300.

104945J

[Olympic goodies](#) · [Tutorial](#)

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1301.

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

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[superguymj's solution](#)

1302.

104945B

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[superguymj's solution](#)

1303.

104945K

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[superguymj's solution](#)

1304.

104945A

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1305.

104945I

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1306.

104869H

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1307.

104869M

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1308.

104869I

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1309.

104869B

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1310.

104869K

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Rating: — · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —
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1311.

104869E

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Rating: — · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —
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1312.

104869J

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Rating: — · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —
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1313.

104869D

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1314.

104869C

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Rating: — · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —
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1315.

104891C

[Bladestorm](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —
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1316.

104891G

[Parity Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —
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1317.

104891E

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1318.

104891H

[Random Tree Parking](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —
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1319.

104891D

[Graph of Maximum Degree 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —
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1320.

104891A

[\(-1,1\)-Sumplete](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —
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1321.

104891I

[Refresher into Midas](#) · [Tutorial](#)

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1322.

104891J

[Teleportation](#) · [Tutorial](#)

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1323.

104821K

[Grand Finale](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[superguymj's solution](#)

1324.

104821D

[Red Black Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —
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1325.

104821A

[Cool, It's Yesterday Four Times More](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —
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1326.

104821L

[Elevator](#) · [Tutorial](#)

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1327.

104821M

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1328.

104821G

[Knapsack](#) · [Tutorial](#)

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1329.

104821C

[Primitive Root](#) · [Tutorial](#)

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1330.

104821F

[Equivalent Rewriting](#) · [Tutorial](#)

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1331.

104821I

[Counter](#) · [Tutorial](#)

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1332.

104813H

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1333.

104813C

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Rating: — · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —
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1334.

104813E

[Revenge on My Boss](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —
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1335.

104813G

[The Only Way to the Destination](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —
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1336.

104813D

[A Simple MST Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —
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1337.

104813J

[Game on a Forest](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —
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1338.

104813M

[Painter](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —
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1339.

104813L

[Palm Island](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —
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1340.

104813B

[Memory](#) · [Tutorial](#)

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1341.

104787I

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1342.

104725E

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[superguymj's solution](#)

1343.

104725B

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1344.

104725G

[?Tup'si|ub](#)

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[superguymj's solution](#)

1345.

104725J

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Rating: — · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[superguymj's solution](#)

1346.

104725D

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Rating: — · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[superguymj's solution](#)

1347.

104725F

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Rating: — · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[superguymj's solution](#)

1348.

104725H

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Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —
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1349.

104725I

[Q108b](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[superguymj's solution](#)

1350.

104725A

[u7421jeQ•N](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[superguymj's solution](#)

1351.

104725K

[RSP](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[superguymj's solution](#)

1352.

104633C

[Domes](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[superguymj's solution](#)

1353.

104633A

[Cardiology](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++14 (GCC 6-32) (first AC) · Tags: —
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1354.

104633J

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1355.

104633O

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1356.

104633G

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1357.

104633E

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1358.

104633D

[Gene Folding](#) · [Tutorial](#)

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1359.

104651B

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1360.

104651D

[Discrete Fourier Transform](#) · [Tutorial](#)

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1361.

104651J

[Find the Gap](#) · [Tutorial](#)

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1362.

104651G

[GCD of Pattern Matching](#) · [Tutorial](#)

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1363.

104651L

[Partially Free Meal](#) · [Tutorial](#)

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1364.

104651A

[Almost Prefix Concatenation](#) · [Tutorial](#)

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1365.

104651E

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1366.

104566F

[Chaleur](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[superguymj's solution](#)

1367.

104566D

[Pixel Art](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —
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1368.

104566B

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Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[superguymj's solution](#)

1369.

104566G

[Couleur](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —
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1370.

104566C

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1371.

104566J

[Press the Button](#) · [Tutorial](#)

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1372.

104566H

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1373.

104566A

[Live Love](#) · [Tutorial](#)

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1374.

104566K

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1375.

104369H

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1376.

104369M

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1377.

104369F

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1378.

104369K

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1379.

104369E

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1380.

104369D

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1381.

104369I

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[superguymj's solution](#)

1382.

104369C

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1383.

104369B

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Rating: — · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[superguymj's solution](#)

1384.

104369A

[Programming Contest](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: —
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1385.

104337E

[Inverse Counting Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: —
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1386.

103941J

[Mex Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-04 · last AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: —
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1387.

104337B

[Mode](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[superguymj's solution](#)

1388.

104337D

[Darkness II](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[superguymj's solution](#)

1389.

104196F

[Growing Some Oobleck](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[superguymj's solution](#)

1390.

104196M

[Tomb Hater](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —
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1391.

104196L

[Statues](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —
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1392.

104196K

[Stable Table](#) · [Tutorial](#)

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1393.

104196E

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1394.

104196I

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1395.

104196J

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1396.

104196G

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Rating: — · first AC: 2023-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —
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1397.

104196B

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1398.

104196A

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Rating: — · first AC: 2023-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —
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1399.

104172A

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Rating: — · first AC: 2023-02-08 · last AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: —
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1400.

104172F

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Rating: — · first AC: 2023-02-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[superguymj's solution](#)

1401.

104172B

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Rating: — · first AC: 2023-02-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[superguymj's solution](#)

1402.

104172E

[Goose, Goose, DUCK?](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[superguymj's solution](#)

1403.

104172L

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

Rating: — · first AC: 2023-02-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[superguymj's solution](#)

1404.

104172K

[Maximum GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[superguymj's solution](#)

1405.

104172H

[Another Goose Goose Duck Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —
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1406.

103469J

[Joke](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —
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1407.

103469H

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1408.

103469B

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1409.

103469E

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1410.

103469F

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103469A

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1412.

103469M

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1413.

104128H

[Factories Once More](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —
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1414.

104128E

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1415.

104128J

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1416.

104128K

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1417.

104128M

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1418.

104128A

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104128B

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1421.

104128D

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101741G

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1427.

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101741K

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104118B

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1436.

104118H

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104118E

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104118I

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1442.

104118J

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1443.

104118C

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1444.

104118K

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1445.

104118G

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1446.

104118A

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1447.

104081E

[waffle](#)

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1448.

104081K

[Sudoku](#)

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1449.

104081I

[Tutorial](#)

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1450.

104081C

[Tutorial](#)

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1451.

104081L

[Tutorial](#)

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1452.

104081A

[Tutorial](#)

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1453.

104021E

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1454.

104021K

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1455.

104021D

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1456.

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1457.

104053K

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1458.

104053L

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1459.

104053M

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1460.

104053I

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1461.

104053H

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1462.

104053E

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1463.

104053C

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1464.

104053B

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1465.

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1466.

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1467.

104023K

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1468.

104023I

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1469.

104023D

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1470.

104023C

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1471.

104023J

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1472.

104023G

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1473.

104023A

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1474.

104023E

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1475.

102769K

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1476.

102769F

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1477.

102769G

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1478.

102769E

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1479.

102769A

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1480.

104008J

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1481.

104008G

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1482.

102361F

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1483.

102984J

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1484.

102471H

[King](#) · [Tutorial](#)

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1485.

102822L

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1486.

102822K

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1487.

102822J

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1488.

102822G

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1489.

102822E

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1490.

102822D

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1491.

102822B

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1492.

102984F

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1493.

103102A

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1494.

103102I

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1495.

103102F

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1496.

103102M

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1497.

103102B

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1498.

103102E

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1499.

103119E

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1500.

103119I

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1501.

103119F

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1502.

103119J

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1503.

103119G

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1504.

103119C

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1505.

103119D

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1506.

103119L

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1507.

103119A

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1508.

103447L

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1509.

103447H

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1510.

103447G

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1511.

103447C

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1512.

103447D

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1513.

103447I

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1514.

103447E

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1515.

103447B

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1516.

103447J

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1517.

103861H

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1518.

102900F

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1519.

102900E

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1520.

102900L

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102900D

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1524.

102900C

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1525.

102900B

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1526.

102900M

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1527.

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1528.

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1530.

102431I

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1531.

102431L

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102431A

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1534.

103069G

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1535.

103069C

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1536.

103069D

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1537.

103069K

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1538.

103069A

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1539.

103069B

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1540.

103069F

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1541.

103069L

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1542.

103729B

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

Rating: — · first AC: 2022-06-03 · last AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[superguymj's solution](#)

1543.

103729E

[Multigate](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[superguymj's solution](#)

1544.

103729I

[Latitude Compressor](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: —
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1545.

103729A

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Rating: — · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: —
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1546.

103729F

[Angel](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: —
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1547.

103729I

[Chtholly and the Broken Chronograph](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[superguymj's solution](#)

1548.

103729J

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

Rating: — · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: —
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1549.

103729K

[PTT](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[superguymj's solution](#)

1550.

103495B

[Among Us](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: —
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1551.

103495D

[Pattern Lock](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[superguymj's solution](#)

1552.

103495L

[Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[superguymj's solution](#)

1553.

103495H

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

Rating: — · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: —
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1554.

103495J

[Anti-merge](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: —
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1555.

103495C

[Magical Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: —
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1556.

103495K

[Longest Continuous 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: —
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1557.

103495I

[Fake Walsh Transform](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[superguymj's solution](#)

1558.

103495A

[Spring Couplets](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[superguymj's solution](#)

1559.

103409J

[Suffix Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · last AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[superguymj's solution](#)

1560.

103428F

[Stone](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[superguymj's solution](#)

1561.

103428E

[CHASE!](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[superguymj's solution](#)

1562.

103428H

[city safety](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[superguymj's solution](#)

1563.

103428I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[superguymj's solution](#)

1564.

103428G

[Shinyruo and KFC](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[superguymj's solution](#)

1565.

103428D

[Period](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[superguymj's solution](#)

1566.

103428M

[810975](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[superguymj's solution](#)

1567.

103428J

[Circular Billiard Table](#) · [Tutorial](#)

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[superguymj's solution](#)

1568.

103428A

[Goodbye, Ziyin!](#) · [Tutorial](#)

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[superguymj's solution](#)

1569.

103409H

[Popcount Words](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —
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1570.

103409F

[Illuminations II](#) · [Tutorial](#)

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[superguymj's solution](#)

1571.

103409K

[Tax](#) · [Tutorial](#)

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[superguymj's solution](#)

1572.

103409I

[PTSD](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[superguymj's solution](#)

1573.

103409G

[Occupy the Cities](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[superguymj's solution](#)

1574.

103409E

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Rating: — · first AC: 2021-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[superguymj's solution](#)

1575.

103409D

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[superguymj's solution](#)

1576.

103409B

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Rating: — · first AC: 2021-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[superguymj's solution](#)

1577.

103409A

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[superguymj's solution](#)

1578.

102832K

[Ragdoll](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —
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1579.

102832L

[Coordinate Paper](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[superguymj's solution](#)

1580.

102832J

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1581.

102832F

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1582.

102832H

[Combination Lock](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[superguymj's solution](#)

1583.

102832A

[Krypton](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —
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1584.

102832D

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1585.

102835C

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1586.

102835G

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1587.

102835F

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1588.

102835E

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1589.

102835I

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1590.

102835H

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1591.

102835B

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[superguymj's solution](#)

1592.

102835M

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Rating: — · first AC: 2021-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[superguymj's solution](#)

1593.

102835A

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1594.

102028C

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1595.

102028K

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1596.

102028H

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Rating: — · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —
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1597.

102028B

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1598.

102028F

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1599.

102028E

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Rating: — · first AC: 2021-10-28 · Python 3 (first AC) · Tags: —
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1600.

102028D

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Rating: — · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
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1601.

102028I

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1602.

102028A

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1603.

102823E

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1604.

102394C

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1605.

102394L

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1606.

102394A

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1607.

102394E

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1608.

102394I

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1609.

102394F

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1610.

102394K

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1611.

102394J

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1612.

102823B

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[superguymj's solution](#)

1613.

102823J

[Stone Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[superguymj's solution](#)

1614.

102823D

[Bits Reverse](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[superguymj's solution](#)

1615.

102823G

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Rating: — · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[superguymj's solution](#)

1616.

102823H

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1617.

102823A

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1618.

102500J

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1619.

102500D

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1620.

102500A

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1621.

102500H

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1622.

102500G

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1623.

102500C

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1624.

102500F

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1625.

102500E

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Rating: — · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: —
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1626.

102500I

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Rating: — · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[superguymj's solution](#)

1627.

100702E

[River Flow](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[superguymj's solution](#)