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Unique solved — surgutti

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

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Filters: none

Count: 1,417

1.

2197A

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2.

2158A

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3.

2147A

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4.

2124A

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5.

2119A

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6.

2048A

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7.

2039A

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8.

2022A

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9.

2014B

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10.

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11.

2003B

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12.

2003A

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13.

2004A

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14.

2001A

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2001B

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17.

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18.

2002A

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19.

1998A

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20.

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21.

1942A

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22.

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1987A

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1994A

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26.

1956B

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27.

1956A

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28.

1713A

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29.

1622A

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30.

1369A

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31.

1791B

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32.

1800A

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33.

1733A

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34.

1862B

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35.

1845A

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36.

1884A

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37.

1250F

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1856A

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1842A

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41.

1814A

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42.

1810B

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43.

1810A

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44.

1806A

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1804A

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46.

1790B

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47.

1790A

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48.

1284A

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49.

1794A

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50.

1796A

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51.

1592A

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52.

1689A

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53.

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54.

1556A

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55.

1684B

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56.

1684A

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57.

1775A1

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

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58.

1765B

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59.

1725A

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60.

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61.

1716A

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62.

1688B

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63.

1688A

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64.

1711A

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1695A

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66.

1678B1

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67.

1678A

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68.

1670A

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69.

1668A

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70.

1660B

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71.

1660A

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72.

1658B

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73.

1658A

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74.

1656A

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75.

1654B

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76.

1654A

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77.

1608A

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78.

1605A

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79.

1586A

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80.

1581A

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81.

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82.

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83.

1551A

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84.

1553A

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1530B
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1530A
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1535A
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- 93.**
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96.

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97.

1462B

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98.

1462A

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99.

1474A

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100.

1466B

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101.

1466A

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102.

1451A

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103.

1443A

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104.

1435A

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105.

1437A

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106.

1422A

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107.

1426A

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108.

1417A

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109.

1223A

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110.

1382A

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1405A

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112.

1409A

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113.

1400A

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114.

1398B

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115.

1398A

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116.

1389A

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117.

1391B

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118.

1391A

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119.

1399B

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120.

1399A

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121.

1393A

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122.

1388A

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123.

1372A

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124.

1371A

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125.

1374A

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126.

1370A

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127.

1368A

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128.

1358A

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129.

1353B

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130.

1353A

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131.

1255A

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132.

1351A

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133.

1345A

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134.

1337A

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135.

1216A

[Prefixes](#) · [Tutorial](#)

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136.

1343B

[Balanced Array](#) · [Tutorial](#)

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[surgutti's solution](#)

137.

1335A

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

Quality: 104,798 global accepts · Rating: 800 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: math
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138.

1328A

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Quality: 131,903 global accepts · Rating: 800 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: math
[surgutti's solution](#)

139.

1312A

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[surgutti's solution](#)

140.

1325B

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Quality: 38,823 global accepts · Rating: 800 · first AC: 2020-03-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
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141.

1325A

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142.

1323A

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Quality: 20,891 global accepts · Rating: 800 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation
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143.

1315A

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Quality: 12,928 global accepts · Rating: 800 · first AC: 2020-03-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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144.

1305A

[Kuroni and the Gifts](#) · [Tutorial](#)

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145.

1304A

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Quality: 26,793 global accepts · Rating: 800 · first AC: 2020-02-29 · C++14 (GCC 6-32) (first AC) · Tags: math
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146.

1311A

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

Quality: 46,270 global accepts · Rating: 800 · first AC: 2020-02-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
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147.

1296A

[Array with Odd Sum](#) · [Tutorial](#)

Quality: 48,343 global accepts · Rating: 800 · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: math
[surgutti's solution](#)

148.

1243A

[Maximum Square](#) · [Tutorial](#)

Quality: 16,380 global accepts · Rating: 800 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[surgutti's solution](#)

149.

202A

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Quality: 19,757 global accepts · Rating: 800 · first AC: 2019-10-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force,

greedy, implementation, strings

[surgutti's solution](#)

150.

1228A

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Quality: 23,293 global accepts · Rating: 800 · first AC: 2019-09-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[surgutti's solution](#)

151.

2048B

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Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[surgutti's solution](#)

152.

1339A

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[surgutti's solution](#)

153.

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,384 global accepts · Rating: 900 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: games

[surgutti's solution](#)

154.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,847 global accepts · Rating: 900 · first AC: 2024-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[surgutti's solution](#)

155.

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,904 global accepts · Rating: 900 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[surgutti's solution](#)

156.

1758B

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157.

1749B

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Quality: 22,582 global accepts · Rating: 900 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[surgutti's solution](#)

158.

1883B

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Quality: 59,682 global accepts · Rating: 900 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: strings

[surgutti's solution](#)

159.

1872B

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160.

1705B

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161.

1267B

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162.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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163.

1806B

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164.

1794B

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165.

1689B

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[surgutti's solution](#)

166.

1775A2

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

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167.

1609A

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Quality: 18,895 global accepts · Rating: 900 · first AC: 2022-07-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

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168.

1668B

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169.

1559B

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170.

1559A

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171.

1555A

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172.

1535B

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173.

1505A

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174.

1496A

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175.

1462C

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176.

1475B

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177.

1475A

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178.

1467A

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179.

1451B

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180.

1436B

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Quality: 21,724 global accepts · Rating: 900 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
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181.

1406A

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Quality: 22,983 global accepts · Rating: 900 · first AC: 2020-09-13 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[surgutti's solution](#)

182.

1401A

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183.

1380A

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184.

1374B

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[surgutti's solution](#)

185.

1373B

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[surgutti's solution](#)

186.

1272A

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187.

1354A

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[surgutti's solution](#)

188.

1350A

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[surgutti's solution](#)

189.

1351B

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190.

1321A

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Quality: 14,990 global accepts · Rating: 900 · first AC: 2020-05-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[surgutti's solution](#)

191.

1216B

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192.

1341A

[Nastya and Rice](#) · [Tutorial](#)

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[surgutti's solution](#)

193.

1343A

[Candies](#) · [Tutorial](#)

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194.

1337B

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[surgutti's solution](#)

195.

1335B

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Quality: 42,599 global accepts · Rating: 900 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[surgutti's solution](#)

196.

1324A

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Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory

[surgutti's solution](#)

197.

1313A

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

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[surgutti's solution](#)

198.

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: math

[surgutti's solution](#)

199.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,811 global accepts · Rating: 900 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: math

[surgutti's solution](#)

200.

2147B

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

Quality: 16,960 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[surgutti's solution](#)

201.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,271 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[surgutti's solution](#)

202.

626A

[Robot Sequence](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1000 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[surgutti's solution](#)

203.

659A

[Round House](#) · [Tutorial](#)

Quality: 16,826 global accepts · Rating: 1000 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[surgutti's solution](#)

204.

2039B

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

Quality: 17,297 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[surgutti's solution](#)

205.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,521 global accepts · Rating: 1000 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[surgutti's solution](#)

206.

2000C

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

Quality: 31,427 global accepts · Rating: 1000 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[surgutti's solution](#)

207.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[surgutti's solution](#)

208.

1998B

[Minimize Equal Sum Subarrays](#) · [Tutorial](#)

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[surgutti's solution](#)

209.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[surgutti's solution](#)

210.

1876A

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

Quality: 34,918 global accepts · Rating: 1000 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[surgutti's solution](#)

211.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[surgutti's solution](#)

212.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[surgutti's solution](#)

213.

1796B

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

Quality: 18,314 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[surgutti's solution](#)

214.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[surgutti's solution](#)

215.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,886 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[surgutti's solution](#)

216.

1725B

[Basketball Together](#) · [Tutorial](#)

Quality: 28,271 global accepts · Rating: 1000 · first AC: 2022-09-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
[surgutti's solution](#)

217.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[surgutti's solution](#)

218.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,334 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[surgutti's solution](#)

219.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
[surgutti's solution](#)

220.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,144 global accepts · Rating: 1000 · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
[surgutti's solution](#)

221.

978C

[Letters](#) · [Tutorial](#)

Quality: 29,823 global accepts · Rating: 1000 · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers
[surgutti's solution](#)

222.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,885 global accepts · Rating: 1000 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math
[surgutti's solution](#)

223.

1474B

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

Quality: 40,331 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory
[surgutti's solution](#)

224.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,038 global accepts · Rating: 1000 · first AC: 2021-01-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy

[surgutti's solution](#)

225.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,059 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[surgutti's solution](#)

226.

1469A

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

Quality: 30,033 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[surgutti's solution](#)

227.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[surgutti's solution](#)

228.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,053 global accepts · Rating: 1000 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[surgutti's solution](#)

229.

1223B

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

Quality: 15,895 global accepts · Rating: 1000 · first AC: 2020-09-14 · GNU C++11 (first AC) · Tags: strings

[surgutti's solution](#)

230.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,849 global accepts · Rating: 1000 · first AC: 2020-09-14 · GNU C++11 (first AC) · Tags: math

[surgutti's solution](#)

231.

1405B

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

Quality: 23,029 global accepts · Rating: 1000 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[surgutti's solution](#)

232.

1395A

[Boboniu Likes to Color Balls](#) · [Tutorial](#)

Quality: 25,495 global accepts · Rating: 1000 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[surgutti's solution](#)

233.

1388B

[Captain Flint and a Long Voyage](#) · [Tutorial](#)

Quality: 22,820 global accepts · Rating: 1000 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[surgutti's solution](#)

234.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,927 global accepts · Rating: 1000 · first AC: 2020-06-29 · GNU C++11 (first AC) · Tags: greedy, strings

[surgutti's solution](#)

235.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[surgutti's solution](#)

236.

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,434 global accepts · Rating: 1000 · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[surgutti's solution](#)

237.

1362A

[Johnny and Ancient Computer](#) · [Tutorial](#)

Quality: 34,080 global accepts · Rating: 1000 · first AC: 2020-06-04 · GNU C++11 (first AC) · Tags: implementation
[surgutti's solution](#)

238.

1358B

[Maria Breaks the Self-isolation](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[surgutti's solution](#)

239.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,846 global accepts · Rating: 1000 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: math
[surgutti's solution](#)

240.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,415 global accepts · Rating: 1000 · first AC: 2020-04-26 · last AC: 2020-04-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[surgutti's solution](#)

241.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,049 global accepts · Rating: 1000 · first AC: 2020-03-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[surgutti's solution](#)

242.

1243B1

[Character Swap \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,359 global accepts · Rating: 1000 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: strings
[surgutti's solution](#)

243.

2197B

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

Quality: 15,896 global accepts · Rating: 1100 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, schedules, sortings, two pointers
[surgutti's solution](#)

244.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,384 global accepts · Rating: 1100 · first AC: 2024-12-05 · last AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers
[surgutti's solution](#)

245.

2014C

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

Quality: 27,457 global accepts · Rating: 1100 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
[surgutti's solution](#)

246.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
[surgutti's solution](#)

247.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,448 global accepts · Rating: 1100 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[surgutti's solution](#)

248.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,499 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[surgutti's solution](#)

249.

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[surgutti's solution](#)

250.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,490 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[surgutti's solution](#)

251.

1842B

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

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[surgutti's solution](#)

252.

1821B

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

Quality: 28,330 global accepts · Rating: 1100 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[surgutti's solution](#)

253.

1685A

[Circular Local MiniMax](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[surgutti's solution](#)

254.

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2022-07-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[surgutti's solution](#)

255.

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[surgutti's solution](#)

256.

1656B

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

Quality: 26,806 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, two pointers

[surgutti's solution](#)

257.

1529B

[Sifid and Strange Subsequences](#) · [Tutorial](#)

Quality: 21,220 global accepts · Rating: 1100 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[surgutti's solution](#)

258.

1496B

[Max and Mex](#) · [Tutorial](#)

Quality: 18,278 global accepts · Rating: 1100 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: math

[surgutti's solution](#)

259.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,406 global accepts · Rating: 1100 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[surgutti's solution](#)

260.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1100 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[surgutti's solution](#)

261.

842B

[Gleb And Pizza](#) · [Tutorial](#)

Quality: 10,954 global accepts · Rating: 1100 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[surgutti's solution](#)

262.

1478B

[Nezzar and Lucky Number](#) · [Tutorial](#)

Quality: 19,004 global accepts · Rating: 1100 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[surgutti's solution](#)

263.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[surgutti's solution](#)

264.

1435B

[A New Technique](#) · [Tutorial](#)

Rating: 1100 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[surgutti's solution](#)

265.

1417B

[Two Arrays](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 1100 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[surgutti's solution](#)

266.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,392 global accepts · Rating: 1100 · first AC: 2020-09-08 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[surgutti's solution](#)

267.

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[surgutti's solution](#)

268.

1395B

[Boboniu Plays Chess](#) · [Tutorial](#)

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[surgutti's solution](#)

269.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[surgutti's solution](#)

270.

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,015 global accepts · Rating: 1100 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[surgutti's solution](#)

271.

1345B

[Card Constructions](#) · [Tutorial](#)

Quality: 28,241 global accepts · Rating: 1100 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, math
[surgutti's solution](#)

272.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings
[surgutti's solution](#)

273.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2020-04-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[surgutti's solution](#)

274.

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,226 global accepts · Rating: 1100 · first AC: 2020-04-14 · C++14 (GCC 6-32) (first AC) · Tags: math
[surgutti's solution](#)

275.

1335C

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

Quality: 38,967 global accepts · Rating: 1100 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings
[surgutti's solution](#)

276.

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,733 global accepts · Rating: 1100 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: math
[surgutti's solution](#)

277.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,514 global accepts · Rating: 1100 · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation
[surgutti's solution](#)

278.

1304B

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

Quality: 18,753 global accepts · Rating: 1100 · first AC: 2020-02-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[surgutti's solution](#)

279.

1288B

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

Quality: 17,780 global accepts · Rating: 1100 · first AC: 2020-01-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[surgutti's solution](#)

280.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-01-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, ternary search

[surgutti's solution](#)

281.

535B

[Tavas and SaDDas](#) · [Tutorial](#)

Quality: 26,661 global accepts · Rating: 1100 · first AC: 2019-10-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, implementation

[surgutti's solution](#)

282.

467B

[Fedor and New Game](#) · [Tutorial](#)

Quality: 42,852 global accepts · Rating: 1100 · first AC: 2019-10-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[surgutti's solution](#)

283.

2197C

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

Rating: 1200 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[surgutti's solution](#)

284.

2158B

[Split](#) · [Tutorial](#)

Quality: 13,947 global accepts · Rating: 1200 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[surgutti's solution](#)

285.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,304 global accepts · Rating: 1200 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math

[surgutti's solution](#)

286.

2048C

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

Quality: 15,144 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[surgutti's solution](#)

287.

2039C1

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

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[surgutti's solution](#)

288.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[surgutti's solution](#)

289.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,837 global accepts · Rating: 1200 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers

[surgutti's solution](#)

290.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[surgutti's solution](#)

291.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[surgutti's solution](#)

292.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[surgutti's solution](#)

293.

1586B

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

Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[surgutti's solution](#)

294.

1581B

[Diameter of Graph](#) · [Tutorial](#)

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math

[surgutti's solution](#)

295.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 1200 · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[surgutti's solution](#)

296.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[surgutti's solution](#)

297.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[surgutti's solution](#)

298.

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math
[surgutti's solution](#)

299.

1496C

[Diamond Miner](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, sortings
[surgutti's solution](#)

300.

1437B

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

Quality: 20,852 global accepts · Rating: 1200 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[surgutti's solution](#)

301.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,461 global accepts · Rating: 1200 · first AC: 2020-09-13 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, sortings
[surgutti's solution](#)

302.

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,613 global accepts · Rating: 1200 · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
[surgutti's solution](#)

303.

1399C

[Boats Competition](#) · [Tutorial](#)

Quality: 32,653 global accepts · Rating: 1200 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: brute force, greedy, two pointers
[surgutti's solution](#)

304.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[surgutti's solution](#)

305.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math
[surgutti's solution](#)

306.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory, two pointers
[surgutti's solution](#)

307.

1272C

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

Quality: 30,741 global accepts · Rating: 1200 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation
[surgutti's solution](#)

308.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[surgutti's solution](#)

309.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,287 global accepts · Rating: 1200 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, two pointers

[surgutti's solution](#)

310.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,905 global accepts · Rating: 1200 · first AC: 2020-04-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[surgutti's solution](#)

311.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,737 global accepts · Rating: 1200 · first AC: 2020-04-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[surgutti's solution](#)

312.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[surgutti's solution](#)

313.

1343C

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

Quality: 44,072 global accepts · Rating: 1200 · first AC: 2020-04-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[surgutti's solution](#)

314.

1339B

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

Quality: 28,343 global accepts · Rating: 1200 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[surgutti's solution](#)

315.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,082 global accepts · Rating: 1200 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[surgutti's solution](#)

316.

1327B

[Princesses and Princes](#) · [Tutorial](#)

Quality: 19,493 global accepts · Rating: 1200 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy

[surgutti's solution](#)

317.

1315C

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

Quality: 10,656 global accepts · Rating: 1200 · first AC: 2020-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[surgutti's solution](#)

318.

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,035 global accepts · Rating: 1200 · first AC: 2020-02-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, sortings

[surgutti's solution](#)

319.

1097B

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

Quality: 35,956 global accepts · Rating: 1200 · first AC: 2019-10-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp
[surgutti's solution](#)

320.

2124C

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

Quality: 14,592 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[surgutti's solution](#)

321.

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2023-02-01 · last AC: 2024-12-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[surgutti's solution](#)

322.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,526 global accepts · Rating: 1300 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
[surgutti's solution](#)

323.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math
[surgutti's solution](#)

324.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[surgutti's solution](#)

325.

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[surgutti's solution](#)

326.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,204 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, strings
[surgutti's solution](#)

327.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings
[surgutti's solution](#)

328.

1794C

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

Quality: 22,083 global accepts · Rating: 1300 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers
[surgutti's solution](#)

329.

1775B

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

Quality: 20,736 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
[surgutti's solution](#)

330.

1753A1

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

Quality: 16,452 global accepts · Rating: 1300 · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[surgutti's solution](#)

331.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs
[surgutti's solution](#)

332.

1668C

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

Rating: 1300 · first AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[surgutti's solution](#)

333.

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,014 global accepts · Rating: 1300 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings
[surgutti's solution](#)

334.

1558A

[Charmed by the Game](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[surgutti's solution](#)

335.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force
[surgutti's solution](#)

336.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,084 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, implementation
[surgutti's solution](#)

337.

690C1

[Brain Network \(easy\)](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 1300 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[surgutti's solution](#)

338.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings
[surgutti's solution](#)

339.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,345 global accepts · Rating: 1300 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data

structures, greedy

[surgutti's solution](#)

340.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[surgutti's solution](#)

341.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[surgutti's solution](#)

342.

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings

[surgutti's solution](#)

343.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[surgutti's solution](#)

344.

1418B

[Negative Prefixes](#) · [Tutorial](#)

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2020-09-14 · GNU C++11 (first AC) · Tags: greedy, sortings

[surgutti's solution](#)

345.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2020-09-08 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[surgutti's solution](#)

346.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[surgutti's solution](#)

347.

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,392 global accepts · Rating: 1300 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[surgutti's solution](#)

348.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[surgutti's solution](#)

349.

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[surgutti's solution](#)

350.

1364B

[Most socially-distanced subsequence](#) · [Tutorial](#)

Quality: 26,179 global accepts · Rating: 1300 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[surgutti's solution](#)

351.

1216D

[Swords](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1300 · first AC: 2020-04-25 · C++14 (GCC 6-32) (first AC) · Tags: math
[surgutti's solution](#)

352.

1217A

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

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2020-04-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[surgutti's solution](#)

353.

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,093 global accepts · Rating: 1300 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[surgutti's solution](#)

354.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 1300 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[surgutti's solution](#)

355.

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,046 global accepts · Rating: 1300 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math
[surgutti's solution](#)

356.

1323C

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

Rating: 1300 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[surgutti's solution](#)

357.

1315B

[Homecoming](#) · [Tutorial](#)

Quality: 9,608 global accepts · Rating: 1300 · first AC: 2020-03-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, strings
[surgutti's solution](#)

358.

1311C

[Perform the Combo](#) · [Tutorial](#)

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[surgutti's solution](#)

359.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,416 global accepts · Rating: 1300 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation
[surgutti's solution](#)

360.

2190B1

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

Quality: 10,673 global accepts · Rating: 1400 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[surgutti's solution](#)

361.

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,061 global accepts · Rating: 1400 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy

[surgutti's solution](#)

362.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,585 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, math, sortings

[surgutti's solution](#)

363.

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,215 global accepts · Rating: 1400 · first AC: 2024-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[surgutti's solution](#)

364.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[surgutti's solution](#)

365.

2014D

[Robert Hood and Mrs Hood](#) · [Tutorial](#)

Quality: 15,973 global accepts · Rating: 1400 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[surgutti's solution](#)

366.

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,222 global accepts · Rating: 1400 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, math

[surgutti's solution](#)

367.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,707 global accepts · Rating: 1400 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[surgutti's solution](#)

368.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,179 global accepts · Rating: 1400 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[surgutti's solution](#)

369.

1972D1

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

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

[surgutti's solution](#)

370.

1972C

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

Rating: 1400 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings

[surgutti's solution](#)

371.

1893A

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

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[surgutti's solution](#)

372.

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2023-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[surgutti's solution](#)

373.

1824A

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

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-07-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[surgutti's solution](#)

374.

1805C

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

Quality: 14,178 global accepts · Rating: 1400 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, geometry, math

[surgutti's solution](#)

375.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[surgutti's solution](#)

376.

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[surgutti's solution](#)

377.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[surgutti's solution](#)

378.

1609C

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

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2022-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[surgutti's solution](#)

379.

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,992 global accepts · Rating: 1400 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[surgutti's solution](#)

380.

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy,

implementation, sortings

[surgutti's solution](#)

381.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[surgutti's solution](#)

382.

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,664 global accepts · Rating: 1400 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[surgutti's solution](#)

383.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[surgutti's solution](#)

384.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,724 global accepts · Rating: 1400 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[surgutti's solution](#)

385.

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[surgutti's solution](#)

386.

981C

[Useful Decomposition](#) · [Tutorial](#)

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, trees

[surgutti's solution](#)

387.

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,136 global accepts · Rating: 1400 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[surgutti's solution](#)

388.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,205 global accepts · Rating: 1400 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math

[surgutti's solution](#)

389.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,293 global accepts · Rating: 1400 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[surgutti's solution](#)

390.

1443C

[The Delivery Dilemma](#) · [Tutorial](#)

Quality: 16,828 global accepts · Rating: 1400 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[surgutti's solution](#)

391.

1393B

[Applejack and Storages](#) · [Tutorial](#)

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[surgutti's solution](#)

392.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[surgutti's solution](#)

393.

1380B

[Universal Solution](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[surgutti's solution](#)

394.

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[surgutti's solution](#)

395.

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,091 global accepts · Rating: 1400 · first AC: 2020-06-29 · GNU C++11 (first AC) · Tags: math, sortings, two pointers

[surgutti's solution](#)

396.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,142 global accepts · Rating: 1400 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[surgutti's solution](#)

397.

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,705 global accepts · Rating: 1400 · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[surgutti's solution](#)

398.

1362C

[Johnny and Another Rating Drop](#) · [Tutorial](#)

Quality: 23,705 global accepts · Rating: 1400 · first AC: 2020-06-04 · GNU C++11 (first AC) · Tags: bitmasks, greedy, math

[surgutti's solution](#)

399.

1354C1

[Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math, ternary search

[surgutti's solution](#)

400.

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,458 global accepts · Rating: 1400 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[surgutti's solution](#)

401.

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2020-05-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[surgutti's solution](#)

402.

1263C

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

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2020-04-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory
[surgutti's solution](#)

403.

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2020-04-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
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404.

1312C

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405.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,090 global accepts · Rating: 1400 · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings, two pointers
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406.

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
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407.

180C

[Letter](#) · [Tutorial](#)

Quality: 8,561 global accepts · Rating: 1400 · first AC: 2019-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dp
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408.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,745 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation
[surgutti's solution](#)

409.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1500 · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings
[surgutti's solution](#)

410.

2001C

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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
[surgutti's solution](#)

411.

1876B

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Quality: 10,028 global accepts · Rating: 1500 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[surgutti's solution](#)

412.

1250H

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Quality: 4,290 global accepts · Rating: 1500 · first AC: 2023-09-28 · C++17 (GCC 7-32) (first AC) · Tags: math

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413.

1814C

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Quality: 12,470 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[surgutti's solution](#)

414.

1804C

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Quality: 13,836 global accepts · Rating: 1500 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[surgutti's solution](#)

415.

1765N

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Quality: 5,980 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[surgutti's solution](#)

416.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[surgutti's solution](#)

417.

1753A2

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

Quality: 11,607 global accepts · Rating: 1500 · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[surgutti's solution](#)

418.

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-09-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math

[surgutti's solution](#)

419.

1711C

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

Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[surgutti's solution](#)

420.

690C2

[Brain Network \(medium\)](#) · [Tutorial](#)

Quality: 5,010 global accepts · Rating: 1500 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[surgutti's solution](#)

421.

1551C

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

Quality: 14,542 global accepts · Rating: 1500 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, strings
[surgutti's solution](#)

422.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings, two pointers
[surgutti's solution](#)

423.

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math
[surgutti's solution](#)

424.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 1500 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[surgutti's solution](#)

425.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1500 · first AC: 2021-02-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation
[surgutti's solution](#)

426.

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation
[surgutti's solution](#)

427.

978D

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

Quality: 9,955 global accepts · Rating: 1500 · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[surgutti's solution](#)

428.

1462E1

[Close Tuples \(easy version\)](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers
[surgutti's solution](#)

429.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,632 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees
[surgutti's solution](#)

430.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices
[surgutti's solution](#)

431.

1417C

[k-Amazing Numbers](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[surgutti's solution](#)

432.

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,133 global accepts · Rating: 1500 · first AC: 2020-09-14 · GNU C++11 (first AC) · Tags: dp, graphs, greedy, shortest paths

[surgutti's solution](#)

433.

1400C

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

Quality: 18,504 global accepts · Rating: 1500 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[surgutti's solution](#)

434.

1391C

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

Quality: 16,027 global accepts · Rating: 1500 · first AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math

[surgutti's solution](#)

435.

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[surgutti's solution](#)

436.

356A

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

Quality: 16,788 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[surgutti's solution](#)

437.

1372C

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

Quality: 19,091 global accepts · Rating: 1500 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[surgutti's solution](#)

438.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[surgutti's solution](#)

439.

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,304 global accepts · Rating: 1500 · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings

[surgutti's solution](#)

440.

1341C

[Nastya and Strange Generator](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[surgutti's solution](#)

441.

1339C

[Powered Addition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy

[surgutti's solution](#)

442.

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,157 global accepts · Rating: 1500 · first AC: 2020-03-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[surgutti's solution](#)

443.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,748 global accepts · Rating: 1500 · first AC: 2020-02-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[surgutti's solution](#)

444.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy

[surgutti's solution](#)

445.

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[surgutti's solution](#)

446.

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[surgutti's solution](#)

447.

2197D

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

Rating: 1600 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, math, number theory

[surgutti's solution](#)

448.

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,240 global accepts · Rating: 1600 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[surgutti's solution](#)

449.

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

[surgutti's solution](#)

450.

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[surgutti's solution](#)

451.

1861C

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

Quality: 12,314 global accepts · Rating: 1600 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[surgutti's solution](#)

452.

1781C

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

Quality: 10,460 global accepts · Rating: 1600 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[surgutti's solution](#)

453.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[surgutti's solution](#)

454.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,617 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[surgutti's solution](#)

455.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,256 global accepts · Rating: 1600 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[surgutti's solution](#)

456.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers
[surgutti's solution](#)

457.

1956C

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

Quality: 15,148 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[surgutti's solution](#)

458.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,330 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp

[surgutti's solution](#)

459.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,650 global accepts · Rating: 1600 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[surgutti's solution](#)

460.

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[surgutti's solution](#)

461.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,174 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
[surgutti's solution](#)

462.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,475 global accepts · Rating: 1600 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[surgutti's solution](#)

463.

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[surgutti's solution](#)

464.

1753B

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[surgutti's solution](#)

465.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2022-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[surgutti's solution](#)

466.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2022-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[surgutti's solution](#)

467.

1688D

[The Enchanted Forest](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[surgutti's solution](#)

468.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,446 global accepts · Rating: 1600 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[surgutti's solution](#)

469.

1085C

[Connect Three](#) · [Tutorial](#)

Quality: 5,643 global accepts · Rating: 1600 · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[surgutti's solution](#)

470.

1678C

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[surgutti's solution](#)

471.

1660E

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

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[surgutti's solution](#)

472.

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, two pointers

[surgutti's solution](#)

473.

1658D1

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

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math
[surgutti's solution](#)

474.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,294 global accepts · Rating: 1600 · first AC: 2021-08-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[surgutti's solution](#)

475.

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,469 global accepts · Rating: 1600 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings
[surgutti's solution](#)

476.

1529C

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

Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees
[surgutti's solution](#)

477.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,451 global accepts · Rating: 1600 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings
[surgutti's solution](#)

478.

1498C

[Planar Reflections](#) · [Tutorial](#)

Quality: 12,119 global accepts · Rating: 1600 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp
[surgutti's solution](#)

479.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[surgutti's solution](#)

480.

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1600 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy
[surgutti's solution](#)

481.

1475E

[Advertising Agency](#) · [Tutorial](#)

Quality: 17,671 global accepts · Rating: 1600 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings
[surgutti's solution](#)

482.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,680 global accepts · Rating: 1600 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, two pointers
[surgutti's solution](#)

483.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths, trees
[surgutti's solution](#)

484.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,606 global accepts · Rating: 1600 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math
[surgutti's solution](#)

485.

1395C

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

Quality: 15,209 global accepts · Rating: 1600 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
[surgutti's solution](#)

486.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[surgutti's solution](#)

487.

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,667 global accepts · Rating: 1600 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, greedy, implementation
[surgutti's solution](#)

488.

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,359 global accepts · Rating: 1600 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[surgutti's solution](#)

489.

1353D

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

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings
[surgutti's solution](#)

490.

1350C

[Orac and LCM](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[surgutti's solution](#)

491.

1345C

[Hilbert's Hotel](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
[surgutti's solution](#)

492.

1334C

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

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-04-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[surgutti's solution](#)

493.

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2020-04-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[surgutti's solution](#)

494.

1337C

[Linova and Kingdom](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees
[surgutti's solution](#)

495.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[surgutti's solution](#)

496.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy
[surgutti's solution](#)

497.

2124D

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

Quality: 8,094 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers
[surgutti's solution](#)

498.

2052F

[Fix Flooded Floor](#) · [Tutorial](#)

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, graphs
[surgutti's solution](#)

499.

1783C

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

Quality: 10,882 global accepts · Rating: 1700 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings
[surgutti's solution](#)

500.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory
[surgutti's solution](#)

501.

1931F

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502.

1798C

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503.

2045A

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504.

2006A

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505.

1365D

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506.

2039D

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507.

2018C

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1942C2

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509.

1936A

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512.

1267E

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1810D

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1592C

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516.

1684D

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517.

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1688C

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522.

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631C

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526.

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547.

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1780D

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559.

2045M

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1852A

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2039C2

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565.

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568.

1267L

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569.

1856E1

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570.

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571.

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572.

1556D

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1725H

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576.

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1076D

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578.

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580.

1586D

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581.

1554C

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582.

1554D

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583.

1535D

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584.

1462F

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585.

1475D

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586.

1396B

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587.

1355C

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588.

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589.

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590.

1466E

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591.

220B

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592.

1443D

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593.

1437C

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594.

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595.

1409E

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Quality: 8,457 global accepts · Rating: 1800 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers

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596.

1401D

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597.

1398D

[Colored Rectangles](#) · [Tutorial](#)

Quality: 12,542 global accepts · Rating: 1800 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[surgutti's solution](#)

598.

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1800 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

[surgutti's solution](#)

599.

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, two pointers

[surgutti's solution](#)

600.

706D

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

Quality: 12,585 global accepts · Rating: 1800 · first AC: 2020-02-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, trees

[surgutti's solution](#)

601.

1296E1

[String Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[surgutti's solution](#)

602.

2190B2

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

Quality: 3,180 global accepts · Rating: 1900 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings

[surgutti's solution](#)

603.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[surgutti's solution](#)

604.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force,

dsu, implementation, math

[surgutti's solution](#)

605.

1902E

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

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, strings, trees

[surgutti's solution](#)

606.

1914F

[Programming Competition](#) · [Tutorial](#)

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[surgutti's solution](#)

607.

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[surgutti's solution](#)

608.

1673D

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

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[surgutti's solution](#)

609.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1900 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[surgutti's solution](#)

610.

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[surgutti's solution](#)

611.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,410 global accepts · Rating: 1900 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[surgutti's solution](#)

612.

2052E

[Expression Correction](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, expression parsing, strings

[surgutti's solution](#)

613.

1823D

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

Quality: 4,312 global accepts · Rating: 1900 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, strings

[surgutti's solution](#)

614.

1899G

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

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[surgutti's solution](#)

615.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[surgutti's solution](#)

616.

2009G1

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

Quality: 5,368 global accepts · Rating: 1900 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[surgutti's solution](#)

617.

1847D

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

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[surgutti's solution](#)

618.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[surgutti's solution](#)

619.

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,388 global accepts · Rating: 1900 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[surgutti's solution](#)

620.

1980F1

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

Quality: 4,392 global accepts · Rating: 1900 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, sortings

[surgutti's solution](#)

621.

2022D1

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

Quality: 4,018 global accepts · Rating: 1900 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[surgutti's solution](#)

622.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 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

[surgutti's solution](#)

623.

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[surgutti's solution](#)

624.

20C

[Dijkstra? · Tutorial](#)

Quality: 46,881 global accepts · Rating: 1900 · first AC: 2022-04-01 · last AC: 2024-08-25 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[surgutti's solution](#)

625.

2000F

[Color Rows and Columns · Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

[surgutti's solution](#)

626.

2001D

[Longest Max Min Subsequence · Tutorial](#)

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

[surgutti's solution](#)

627.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[surgutti's solution](#)

628.

1998C

[Perform Operations to Maximize Score · Tutorial](#)

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[surgutti's solution](#)

629.

1991D

[Prime XOR Coloring · Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[surgutti's solution](#)

630.

1991E

[Coloring Game · Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[surgutti's solution](#)

631.

1994D

[Funny Game · Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[surgutti's solution](#)

632.

1794D

[Counting Factorizations · Tutorial](#)

Quality: 4,485 global accepts · Rating: 1900 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[surgutti's solution](#)

633.

1689D

[Lena and Matrix · Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry,

shortest paths

[surgutti's solution](#)

634.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[surgutti's solution](#)

635.

803D

[Magazine Ad](#) · [Tutorial](#)

Quality: 4,042 global accepts · Rating: 1900 · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[surgutti's solution](#)

636.

660D

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

Quality: 4,739 global accepts · Rating: 1900 · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[surgutti's solution](#)

637.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[surgutti's solution](#)

638.

909E

[Coprocessor](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 1900 · first AC: 2022-01-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[surgutti's solution](#)

639.

1067A

[Array Without Local Maximums](#) · [Tutorial](#)

Quality: 3,133 global accepts · Rating: 1900 · first AC: 2021-09-16 · C++17 (GCC 7-32) (first AC) · Tags: dp

[surgutti's solution](#)

640.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[surgutti's solution](#)

641.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[surgutti's solution](#)

642.

1496D

[Let's Go Hiking](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: games

[surgutti's solution](#)

643.

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, sortings

[surgutti's solution](#)

644.

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-01-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[surgutti's solution](#)

645.

1405D

[Tree Tag](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, games, strings, trees
[surgutti's solution](#)

646.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[surgutti's solution](#)

647.

1384B1

[Koa and the Beach \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy
[surgutti's solution](#)

648.

1384D

[GameGame](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, games, math
[surgutti's solution](#)

649.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,175 global accepts · Rating: 1900 · first AC: 2020-07-29 · last AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[surgutti's solution](#)

650.

1367E

[Necklace Assembly](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1900 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory

[surgutti's solution](#)

651.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,170 global accepts · Rating: 1900 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[surgutti's solution](#)

652.

1353E

[K-periodic Garland](#) · [Tutorial](#)

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[surgutti's solution](#)

653.

1216E1

[Numerical Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 1900 · first AC: 2020-04-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math

[surgutti's solution](#)

654.

1311F

[Moving Points](#) · [Tutorial](#)

Quality: 4,842 global accepts · Rating: 1900 · first AC: 2020-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, implementation, sortings

[surgutti's solution](#)

655.

456D

[A Lot of Games](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-02-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, strings

[surgutti's solution](#)

656.

1919H

[Tree Diameter](#) · [Tutorial](#)

Quality: 178 global accepts · Rating: 2000 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive, trees

[surgutti's solution](#)

657.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[surgutti's solution](#)

658.

2158D

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

Quality: 3,284 global accepts · Rating: 2000 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings

[surgutti's solution](#)

659.

600D

[Area of Two Circles' Intersection](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2000 · first AC: 2021-07-24 · last AC: 2025-08-05 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[surgutti's solution](#)

660.

1764D

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

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[surgutti's solution](#)

661.

1867E1

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

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[surgutti's solution](#)

662.

2052J

[Judicious Watching](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, sortings

[surgutti's solution](#)

663.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,347 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy

[surgutti's solution](#)

664.

1753C

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

Quality: 5,281 global accepts · Rating: 2000 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[surgutti's solution](#)

665.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[surgutti's solution](#)

666.

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

[surgutti's solution](#)

667.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,103 global accepts · Rating: 2000 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[surgutti's solution](#)

668.

1862G

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

Quality: 3,455 global accepts · Rating: 2000 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, sortings

[surgutti's solution](#)

669.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: math, two pointers

[surgutti's solution](#)

670.

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,044 global accepts · Rating: 2000 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[surgutti's solution](#)

671.

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[surgutti's solution](#)

672.

1970E2

[Trails \(Medium\)](#) · [Tutorial](#)

Quality: 2,056 global accepts · Rating: 2000 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[surgutti's solution](#)

673.

2014F

[Sheriff's Defense](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 2000 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[surgutti's solution](#)

674.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[surgutti's solution](#)

675.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees
[surgutti's solution](#)

676.

1956D

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

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math
[surgutti's solution](#)

677.

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
[surgutti's solution](#)

678.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation
[surgutti's solution](#)

679.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers
[surgutti's solution](#)

680.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings, strings
[surgutti's solution](#)

681.

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-09-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers
[surgutti's solution](#)

682.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-08-04 · last AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math
[surgutti's solution](#)

683.

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search
[surgutti's solution](#)

684.

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,554 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths
[surgutti's solution](#)

685.

621E

[Wet Shark and Blocks](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[surgutti's solution](#)

686.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[surgutti's solution](#)

687.

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2021-08-06 · C++17 (GCC 7-32) (first AC) · Tags: dp

[surgutti's solution](#)

688.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[surgutti's solution](#)

689.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[surgutti's solution](#)

690.

1399E1

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

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[surgutti's solution](#)

691.

1370D

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

Quality: 10,927 global accepts · Rating: 2000 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[surgutti's solution](#)

692.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[surgutti's solution](#)

693.

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,156 global accepts · Rating: 2000 · first AC: 2020-02-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[surgutti's solution](#)

694.

1296E2

[String Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[surgutti's solution](#)

695.

2163D1

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

Quality: 2,731 global accepts · Rating: 2100 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive

[surgutti's solution](#)

696.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, sortings

[surgutti's solution](#)

697.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, math

[surgutti's solution](#)

698.

2132F

[Rada and the Chamomile Valley](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 2100 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, shortest paths

[surgutti's solution](#)

699.

2005E1

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

Quality: 3,322 global accepts · Rating: 2100 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy, implementation

[surgutti's solution](#)

700.

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[surgutti's solution](#)

701.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[surgutti's solution](#)

702.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[surgutti's solution](#)

703.

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,670 global accepts · Rating: 2100 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[surgutti's solution](#)

704.

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

[surgutti's solution](#)

705.

1154F

[Shovels Shop](#) · [Tutorial](#)

Quality: 3,336 global accepts · Rating: 2100 · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings

[surgutti's solution](#)

706.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[surgutti's solution](#)

707.

1920E

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

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[surgutti's solution](#)

708.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[surgutti's solution](#)

709.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[surgutti's solution](#)

710.

1808D

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

Quality: 2,708 global accepts · Rating: 2100 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[surgutti's solution](#)

711.

2052D

[DAG Serialization](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs

[surgutti's solution](#)

712.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2025-01-05 · last AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[surgutti's solution](#)

713.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,057 global accepts · Rating: 2100 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[surgutti's solution](#)

714.

1799D2

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

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[surgutti's solution](#)

715.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,698 global accepts · Rating: 2100 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, sortings
[surgutti's solution](#)

716.

1970D1

[Arithmancy \(Easy\)](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2100 · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, strings
[surgutti's solution](#)

717.

2045I

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

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2024-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures
[surgutti's solution](#)

718.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers
[surgutti's solution](#)

719.

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees
[surgutti's solution](#)

720.

2003D2

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

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math
[surgutti's solution](#)

721.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory
[surgutti's solution](#)

722.

2000G

[Call During the Journey](#) · [Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths
[surgutti's solution](#)

723.

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,095 global accepts · Rating: 2100 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths
[surgutti's solution](#)

724.

1942D

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

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[surgutti's solution](#)

725.

1C

[Ancient Berland Circus](#) · [Tutorial](#)

Quality: 6,481 global accepts · Rating: 2100 · first AC: 2024-04-19 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[surgutti's solution](#)

726.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[surgutti's solution](#)

727.

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2023-09-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[surgutti's solution](#)

728.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 2100 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, interactive

[surgutti's solution](#)

729.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[surgutti's solution](#)

730.

1650G

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

Quality: 2,938 global accepts · Rating: 2100 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths

[surgutti's solution](#)

731.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[surgutti's solution](#)

732.

1775E

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

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[surgutti's solution](#)

733.

1725F

[Field Photography](#) · [Tutorial](#)

Quality: 1,145 global accepts · Rating: 2100 · first AC: 2022-09-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, sortings

[surgutti's solution](#)

734.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[surgutti's solution](#)

735.

1711D

[Rain](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings
[surgutti's solution](#)

736.

1668D

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

Rating: 2100 · first AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[surgutti's solution](#)

737.

1660F2

[Promising String \(hard version\)](#) · [Tutorial](#)

Quality: 3,145 global accepts · Rating: 2100 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, strings
[surgutti's solution](#)

738.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation
[surgutti's solution](#)

739.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, trees, two pointers
[surgutti's solution](#)

740.

340B

[Maximal Area Quadrilateral](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2100 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry
[surgutti's solution](#)

741.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math
[surgutti's solution](#)

742.

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,896 global accepts · Rating: 2100 · first AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math
[surgutti's solution](#)

743.

1499D

[The Number of Pairs](#) · [Tutorial](#)

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory
[surgutti's solution](#)

744.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,888 global accepts · Rating: 2100 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle
[surgutti's solution](#)

745.

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[surgutti's solution](#)

746.

166B

[Polygons](#) · [Tutorial](#)

Quality: 3,027 global accepts · Rating: 2100 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, sortings

[surgutti's solution](#)

747.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[surgutti's solution](#)

748.

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[surgutti's solution](#)

749.

1867E2

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

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive

[surgutti's solution](#)

750.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees

[surgutti's solution](#)

751.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, number theory

[surgutti's solution](#)

752.

1772G

[Gaining Rating](#) · [Tutorial](#)

Quality: 1,604 global accepts · Rating: 2200 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers

[surgutti's solution](#)

753.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[surgutti's solution](#)

754.

1737D

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

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[surgutti's solution](#)

755.

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[surgutti's solution](#)

756.

2009G2

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

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2024-12-13 · last AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[surgutti's solution](#)

757.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[surgutti's solution](#)

758.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[surgutti's solution](#)

759.

2045H

[Missing Separators](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2200 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings, string suffix structures, strings

[surgutti's solution](#)

760.

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2024-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, math, shortest paths

[surgutti's solution](#)

761.

385D

[Bear and Floodlight](#) · [Tutorial](#)

Quality: 944 global accepts · Rating: 2200 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, geometry

[surgutti's solution](#)

762.

903D

[Almost Difference](#) · [Tutorial](#)

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2024-11-08 · PyPy 3-64 (first AC) · Tags: data structures, math

[surgutti's solution](#)

763.

1985H2

[Maximize the Largest Component \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[surgutti's solution](#)

764.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[surgutti's solution](#)

765.

1784C

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

Quality: 1,958 global accepts · Rating: 2200 · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[surgutti's solution](#)

766.

538F

[A Heap of Heaps · Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, sortings
[surgutti's solution](#)

767.

1860D

[Balanced String · Tutorial](#)

Quality: 3,601 global accepts · Rating: 2200 · first AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp
[surgutti's solution](#)

768.

1763D

[Valid Bitonic Permutations · Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math, number theory
[surgutti's solution](#)

769.

1389E

[Calendar Ambiguity · Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[surgutti's solution](#)

770.

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
[surgutti's solution](#)

771.

1854B

[Earn or Unlock · Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp
[surgutti's solution](#)

772.

2000H

[Ksyusha and the Loaded Set · Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation
[surgutti's solution](#)

773.

1998E1

[Eliminating Balls With Merging \(Easy Version\) · Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy
[surgutti's solution](#)

774.

1991F

[Triangle Formation · Tutorial](#)

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings
[surgutti's solution](#)

775.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[surgutti's solution](#)

776.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 2200 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, string suffix structures, strings

[surgutti's solution](#)

777.

505D

[Mr. Kitayuta's Technology](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 2200 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar

[surgutti's solution](#)

778.

1650F

[Vitaly and Advanced Useless Algorithms](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[surgutti's solution](#)

779.

113C

[Double Happiness](#) · [Tutorial](#)

Quality: 1,451 global accepts · Rating: 2200 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[surgutti's solution](#)

780.

1216E2

[Numerical Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2200 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[surgutti's solution](#)

781.

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2200 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[surgutti's solution](#)

782.

448E

[Divisors](#) · [Tutorial](#)

Quality: 1,635 global accepts · Rating: 2200 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, implementation, number theory

[surgutti's solution](#)

783.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[surgutti's solution](#)

784.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[surgutti's solution](#)

785.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[surgutti's solution](#)

786.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[surgutti's solution](#)

787.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, greedy, implementation

[surgutti's solution](#)

788.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,613 global accepts · Rating: 2200 · first AC: 2021-02-09 · last AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[surgutti's solution](#)

789.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[surgutti's solution](#)

790.

1581E

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

Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[surgutti's solution](#)

791.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[surgutti's solution](#)

792.

690C3

[Brain Network \(hard\)](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 2200 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: trees

[surgutti's solution](#)

793.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,249 global accepts · Rating: 2200 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[surgutti's solution](#)

794.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2021-07-26 · last AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[surgutti's solution](#)

795.

25E

[Test](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 2200 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: hashing, strings

[surgutti's solution](#)

796.

1551F

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

Quality: 2,178 global accepts · Rating: 2200 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[surgutti's solution](#)

797.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[surgutti's solution](#)

798.

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2021-03-30 · last AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[surgutti's solution](#)

799.

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[surgutti's solution](#)

800.

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[surgutti's solution](#)

801.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[surgutti's solution](#)

802.

1478F

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, sortings

[surgutti's solution](#)

803.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[surgutti's solution](#)

804.

27D

[Ring Road 2](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2200 · first AC: 2020-09-26 · last AC: 2020-09-26 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[surgutti's solution](#)

805.

1400E

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

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[surgutti's solution](#)

806.

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2019-10-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[surgutti's solution](#)

807.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[surgutti's solution](#)

808.

1895E

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

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[surgutti's solution](#)

809.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[surgutti's solution](#)

810.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graph matchings, math

[surgutti's solution](#)

811.

2120E

[Lanes of Cars](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, ternary search

[surgutti's solution](#)

812.

1843F2

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

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[surgutti's solution](#)

813.

1929E

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

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[surgutti's solution](#)

814.

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

[surgutti's solution](#)

815.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, games

[surgutti's solution](#)

816.

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

[surgutti's solution](#)

817.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[surgutti's solution](#)

818.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[surgutti's solution](#)

819.

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[surgutti's solution](#)

820.

1712E1

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

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[surgutti's solution](#)

821.

1781E

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

Quality: 1,433 global accepts · Rating: 2300 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, implementation, two pointers

[surgutti's solution](#)

822.

1706E

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

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[surgutti's solution](#)

823.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy

[surgutti's solution](#)

824.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[surgutti's solution](#)

825.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[surgutti's solution](#)

826.

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees

[surgutti's solution](#)

827.

1790G

[Tokens on Graph](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[surgutti's solution](#)

828.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[surgutti's solution](#)

829.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[surgutti's solution](#)

830.

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[surgutti's solution](#)

831.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[surgutti's solution](#)

832.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[surgutti's solution](#)

833.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[surgutti's solution](#)

834.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp
[surgutti's solution](#)

835.

1824B2

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

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-07-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[surgutti's solution](#)

836.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[surgutti's solution](#)

837.

677E

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

Quality: 755 global accepts · Rating: 2300 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, implementation

[surgutti's solution](#)

838.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[surgutti's solution](#)

839.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[surgutti's solution](#)

840.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[surgutti's solution](#)

841.

1496E

[Garden of the Sun](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[surgutti's solution](#)

842.

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[surgutti's solution](#)

843.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[surgutti's solution](#)

844.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,328 global accepts · Rating: 2300 · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices, number theory
[surgutti's solution](#)

845.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths, sortings
[surgutti's solution](#)

846.

1970G3

[Min-Fund Prison \(Hard\)](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2400 · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, trees
[surgutti's solution](#)

847.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory
[surgutti's solution](#)

848.

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers
[surgutti's solution](#)

849.

2052B

[BitBitJump](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[surgutti's solution](#)

850.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings
[surgutti's solution](#)

851.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[surgutti's solution](#)

852.

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees
[surgutti's solution](#)

853.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings
[surgutti's solution](#)

854.

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
[surgutti's solution](#)

855.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs
[surgutti's solution](#)

856.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees
[surgutti's solution](#)

857.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2023-02-11 · last AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, two pointers
[surgutti's solution](#)

858.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation
[surgutti's solution](#)

859.

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation
[surgutti's solution](#)

860.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dsu, flows, graph matchings
[surgutti's solution](#)

861.

1725L

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

Quality: 1,097 global accepts · Rating: 2400 · first AC: 2022-09-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[surgutti's solution](#)

862.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2022-07-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, matrices
[surgutti's solution](#)

863.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math
[surgutti's solution](#)

864.

1668E

[Half Queen Cover](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[surgutti's solution](#)

865.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[surgutti's solution](#)

866.

2059E1

[Stop Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2500 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[surgutti's solution](#)

867.

2163D2

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

Quality: 1,500 global accepts · Rating: 2500 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, math, sortings

[surgutti's solution](#)

868.

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[surgutti's solution](#)

869.

2117H

[Incessant Rain](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, sortings

[surgutti's solution](#)

870.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[surgutti's solution](#)

871.

681E

[Runaway to a Shadow](#) · [Tutorial](#)

Quality: 505 global accepts · Rating: 2500 · first AC: 2025-08-05 · C++17 (GCC 7-32) (first AC) · Tags: geometry, sortings

[surgutti's solution](#)

872.

1055E

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

Quality: 891 global accepts · Rating: 2500 · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp

[surgutti's solution](#)

873.

1808E2

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

Quality: 847 global accepts · Rating: 2500 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices

[surgutti's solution](#)

874.

1918F

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

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[surgutti's solution](#)

875.

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,111 global accepts · Rating: 2500 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[surgutti's solution](#)

876.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[surgutti's solution](#)

877.

2022E1

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

Quality: 759 global accepts · Rating: 2500 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, binary search, combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[surgutti's solution](#)

878.

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[surgutti's solution](#)

879.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[surgutti's solution](#)

880.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: dp

[surgutti's solution](#)

881.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[surgutti's solution](#)

882.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[surgutti's solution](#)

883.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[surgutti's solution](#)

884.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities
[surgutti's solution](#)

885.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-04-13 · last AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[surgutti's solution](#)

886.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math
[surgutti's solution](#)

887.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers
[surgutti's solution](#)

888.

1796E

[Colored Subgraphs](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, greedy, trees
[surgutti's solution](#)

889.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs
[surgutti's solution](#)

890.

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2022-09-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees
[surgutti's solution](#)

891.

1725J

[Journey](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2500 · first AC: 2022-09-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees
[surgutti's solution](#)

892.

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2500 · first AC: 2022-09-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu
[surgutti's solution](#)

893.

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices
[surgutti's solution](#)

894.

1711E

[XOR Triangle](#) · [Tutorial](#)

Rating: 2500 · first AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[surgutti's solution](#)

895.

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[surgutti's solution](#)

896.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[surgutti's solution](#)

897.

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[surgutti's solution](#)

898.

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation, trees, two pointers

[surgutti's solution](#)

899.

2045J

[Xorderable Array](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 2600 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[surgutti's solution](#)

900.

2022E2

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

Quality: 707 global accepts · Rating: 2600 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dsu, graphs

[surgutti's solution](#)

901.

2002F1

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

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[surgutti's solution](#)

902.

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: dp

[surgutti's solution](#)

903.

2C

[Commentator problem](#) · [Tutorial](#)

Quality: 2,025 global accepts · Rating: 2600 · first AC: 2024-04-19 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[surgutti's solution](#)

904.

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, fft

[surgutti's solution](#)

905.

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[surgutti's solution](#)

906.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, two pointers
[surgutti's solution](#)

907.

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, probabilities

[surgutti's solution](#)

908.

914G

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

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2022-11-18 · last AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[surgutti's solution](#)

909.

1679F

[Formalism for Formalism](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2600 · first AC: 2022-05-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math

[surgutti's solution](#)

910.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,942 global accepts · Rating: 2600 · first AC: 2022-01-29 · C++17 (GCC 9-64) (first AC) · Tags: math

[surgutti's solution](#)

911.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2021-08-07 · last AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[surgutti's solution](#)

912.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, number theory

[surgutti's solution](#)

913.

690B3

[Recover Polygon \(hard\)](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 2600 · first AC: 2021-07-27 · last AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[surgutti's solution](#)

914.

690B2

[Recover Polygon \(medium\)](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2600 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[surgutti's solution](#)

915.

2052M

[Managing Cluster](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2700 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, math, trees
[surgutti's solution](#)

916.

2045E

[Narrower Passageway](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2700 · first AC: 2024-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures
[surgutti's solution](#)

917.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math
[surgutti's solution](#)

918.

1599G

[Shortest path](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2700 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, shortest paths
[surgutti's solution](#)

919.

1956E2

[Nene vs. Monsters \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[surgutti's solution](#)

920.

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2700 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math
[surgutti's solution](#)

921.

1730F

[Almost Sorted](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp
[surgutti's solution](#)

922.

1856E2

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

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2023-08-05 · last AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees
[surgutti's solution](#)

923.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths
[surgutti's solution](#)

924.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2022-02-04 · C++17 (GCC 9-64) (first AC) · Tags: flows, math
[surgutti's solution](#)

925.

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 2700 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, trees
[surgutti's solution](#)

926.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory
[surgutti's solution](#)

927.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,950 global accepts · Rating: 2700 · first AC: 2020-12-28 · last AC: 2020-12-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu
[surgutti's solution](#)

928.

356D

[Bags and Coins](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2700 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[surgutti's solution](#)

929.

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[surgutti's solution](#)

930.

2052I

[Incompetent Delivery Guy](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 2800 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths
[surgutti's solution](#)

931.

2052G

[Geometric Balance](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 2800 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, implementation
[surgutti's solution](#)

932.

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math
[surgutti's solution](#)

933.

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
[surgutti's solution](#)

934.

2002F2

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

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory
[surgutti's solution](#)

935.

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[surgutti's solution](#)

936.

1573F

[Bridge Club](#) · [Tutorial](#)

Rating: 2800 · first AC: 2023-02-02 · last AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs, greedy

[surgutti's solution](#)

937.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[surgutti's solution](#)

938.

1765I

[Infinite Chess](#) · [Tutorial](#)

Quality: 263 global accepts · Rating: 2800 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, shortest paths

[surgutti's solution](#)

939.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,916 global accepts · Rating: 2800 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[surgutti's solution](#)

940.

2052L

[Legacy Screensaver](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 2900 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[surgutti's solution](#)

941.

598F

[Cut Length](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 2900 · first AC: 2021-02-24 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[surgutti's solution](#)

942.

2045L

[Buggy DFS](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3000 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[surgutti's solution](#)

943.

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math

[surgutti's solution](#)

944.

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, trees

[surgutti's solution](#)

945.

1956F

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

Quality: 483 global accepts · Rating: 3000 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs, sortings

[surgutti's solution](#)

946.

142E

[Help Greg the Dwarf 2](#) · [Tutorial](#)

Quality: 92 global accepts · Rating: 3000 · first AC: 2024-02-05 · last AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[surgutti's solution](#)

947.

936D

[World of Tank](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3000 · first AC: 2023-03-14 · last AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[surgutti's solution](#)

948.

464E

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

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2022-07-20 · last AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[surgutti's solution](#)

949.

700D

[Huffman Coding on Segment](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3100 · first AC: 2023-03-14 · last AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[surgutti's solution](#)

950.

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, strings

[surgutti's solution](#)

951.

2004G

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

Quality: 420 global accepts · Rating: 3200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices

[surgutti's solution](#)

952.

1949A

[Grove](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3300 · first AC: 2025-01-11 · last AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, geometry, probabilities

[surgutti's solution](#)

953.

1556H

[DIY Tree](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, math, probabilities

[surgutti's solution](#)

954.

2002G

[Lattice Optimizing](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2024-08-14 · last AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[surgutti's solution](#)

955.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,542 global accepts · Rating: — · first AC: 2026-04-01 · Python 3 (first AC) · Tags: *special, brute force, games, interactive
[surgutti's solution](#)

956.

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,268 global accepts · Rating: — · first AC: 2026-04-01 · Python 3 (first AC) · Tags: *special, strings
[surgutti's solution](#)

957.

2214C

[And?](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: — · first AC: 2026-04-01 · Python 3 (first AC) · Tags: *special, bitmasks
[surgutti's solution](#)

958.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,562 global accepts · Rating: — · first AC: 2026-04-01 · Python 3 (first AC) · Tags: *special, strings
[surgutti's solution](#)

959.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,131 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, graph matchings, implementation
[surgutti's solution](#)

960.

104782M

[Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[surgutti's solution](#)

961.

104782B

[The floor is lava!](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[surgutti's solution](#)

962.

104782K

[Blabla](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[surgutti's solution](#)

963.

104782D

[Edenland](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[surgutti's solution](#)

964.

104782H

[AI Thoughts](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[surgutti's solution](#)

965.

104782L

[Dush](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[surgutti's solution](#)

966.

104782I

[KSumT](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[surgutti's solution](#)

967.

104782E

[Fiboxor](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[surgutti's solution](#)

968.

104782G

[Minimize Sum](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[surgutti's solution](#)

969.

104782J

[Parallelogram](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[surgutti's solution](#)

970.

104782A

[Maximum Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[surgutti's solution](#)

971.

104782C

[Basketball](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[surgutti's solution](#)

972.

106063I

[Isaac and MOD Convolution](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[surgutti's solution](#)

973.

106063C

[Colorful Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[surgutti's solution](#)

974.

106063L

[Los Ratones III](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[surgutti's solution](#)

975.

106063F

[Fantastic Robot](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[surgutti's solution](#)

976.

106063H

[Heritage of Acatlán](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[surgutti's solution](#)

977.

106063G

[Gatuno's Descent into Psychopathy](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[surgutti's solution](#)

978.

106063J

[Juan vs Frank](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[surgutti's solution](#)

979.

106063B

[Bytelandia's stones](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[surgutti's solution](#)

980.

106063K

[Kilometric Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[surgutti's solution](#)

981.

106063A

[Archmage's Crystals](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[surgutti's solution](#)

982.

100168R

[Aô@QjæC 4C`5Cd=CäAD\\$L D\\$>Dt:C, >D\\$@CT7CæC](#)

Rating: — · first AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[surgutti's solution](#)

983.

100168I

[B 0D AD\\$>Dô=C,,5 CäB D\\$>Dt:C, 4Câ >D\\$@CT7Cæ0](#)

Rating: — · first AC: 2021-08-19 · last AC: 2025-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

984.

100168G

[B 0D AD\\$>Dô=C,,5 CäB D\\$>Dt:C, 4Câ ?D OCÄ>C'](#)

Rating: — · first AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[surgutti's solution](#)

985.

100952J

[Polygons Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[surgutti's solution](#)

986.

101205H

[Room Service](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[surgutti's solution](#)

987.

101205J

[Shortest Flight Path](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-03 · last AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[surgutti's solution](#)

988.

101205B

[Curvy Little Bottles](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[surgutti's solution](#)

989.

101205A

[Asteroid Rangers](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[surgutti's solution](#)

990.

101205I

[A Safe Bet](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[surgutti's solution](#)

991.

102156D

[Pick Your Own Nim](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-01 · last AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[surgutti's solution](#)

992.

105945B

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

Rating: — · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[surgutti's solution](#)

993.

105945L

[Route Selection](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[surgutti's solution](#)

994.

105945I

[Team Naming](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[surgutti's solution](#)

995.

105945A

[Matrix Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[surgutti's solution](#)

996.

105945H

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

Rating: — · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[surgutti's solution](#)

997.

105945J

[Puzzle Competition](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[surgutti's solution](#)

998.

105945K

[Typewriter](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[surgutti's solution](#)

999.

105945F

[Ranking Prediction](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[surgutti's solution](#)

1000.

105945G

[Monetary System](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[surgutti's solution](#)

1001.

105945D

[Spell Generation](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[surgutti's solution](#)

1002.

105930M

[Triangulation](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[surgutti's solution](#)

1003.

105930I

[Square Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[surgutti's solution](#)

1004.

105930F

[ACE String](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[surgutti's solution](#)

1005.

105930H

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

Rating: — · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[surgutti's solution](#)

1006.

105930G

[Assembly Line](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[surgutti's solution](#)

1007.

105930A

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

Rating: — · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[surgutti's solution](#)

1008.

105930D

[Distributed System](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[surgutti's solution](#)

1009.

105930L

[Stella](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[surgutti's solution](#)

1010.

105578B

[Magical Palette](#) · [Tutorial](#)Rating: — · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[surgutti's solution](#)**1011.**

105578E

[Light Up the Grid](#) · [Tutorial](#)Rating: — · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[surgutti's solution](#)**1012.**

105578M

[Obliviate, Then Reincarnate](#) · [Tutorial](#)Rating: — · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[surgutti's solution](#)**1013.**

105578D

[Dot Product Game](#) · [Tutorial](#)Rating: — · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[surgutti's solution](#)**1014.**

105578J

[Make Them Believe](#) · [Tutorial](#)Rating: — · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[surgutti's solution](#)**1015.**

105588L

[Last Chance: Threads of Despair](#) · [Tutorial](#)Rating: — · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[surgutti's solution](#)**1016.**

105588E

[Extracting Weights](#) · [Tutorial](#)Rating: — · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[surgutti's solution](#)**1017.**

105588G

[GCD](#) · [Tutorial](#)Rating: — · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[surgutti's solution](#)**1018.**

105588J

[Just another Sorting Problem](#) · [Tutorial](#)Rating: — · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[surgutti's solution](#)**1019.**

105588H

[Horizon Scanning](#) · [Tutorial](#)Rating: — · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[surgutti's solution](#)**1020.**

105588M

[Matrix Construction](#) · [Tutorial](#)Rating: — · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[surgutti's solution](#)

1021.

105544I

[The Pentagon Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[surgutti's solution](#)

1022.

105544K

[Chemical Storage](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[surgutti's solution](#)

1023.

105544E

[Slabstones Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[surgutti's solution](#)

1024.

105544J

[Lead Time Estimation](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[surgutti's solution](#)

1025.

105544L

[Nine Never](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[surgutti's solution](#)

1026.

105544C

[Where the Lantern Lights are Dimming](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[surgutti's solution](#)

1027.

105544F

[Baker's Dilemma](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[surgutti's solution](#)

1028.

105544H

[Bank Deposit Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-04 · Python 3 (first AC) · Tags: —
[surgutti's solution](#)

1029.

105544B

[Recurring Decimal to Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[surgutti's solution](#)

1030.

105544D

[Quarantine Policy](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[surgutti's solution](#)

1031.

105544A

[Counterfeit Money](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[surgutti's solution](#)

1032.

105544M

[Task scheduler](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[surgutti's solution](#)

1033.

2095G

[Definitely a Geometry Problem](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, geometry

[surgutti's solution](#)

1034.

2095E

[Pair Count](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, number theory

[surgutti's solution](#)

1035.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-01 · Python 3 (first AC) · Tags: *special, games, interactive

[surgutti's solution](#)

1036.

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · Python 3 (first AC) · Tags: *special, geometry

[surgutti's solution](#)

1037.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, string suffix structures

[surgutti's solution](#)

1038.

105789H

[Horrible Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[surgutti's solution](#)

1039.

105789F

[Festival Signs](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[surgutti's solution](#)

1040.

105789I

[Infinite Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[surgutti's solution](#)

1041.

105789D

[Dangerous City](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[surgutti's solution](#)

1042.

105789G

[Game of Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[surgutti's solution](#)

1043.

105789B

[Brazilian FootXOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[surgutti's solution](#)

1044.

105789K

[Keep Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[surgutti's solution](#)

1045.

105789A

[Ananna](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[surgutti's solution](#)

1046.

105789L

[LED Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[surgutti's solution](#)

1047.

105789C

[Coatless in Yakutsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[surgutti's solution](#)

1048.

105535C

[Confusion](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[surgutti's solution](#)

1049.

105535B

[Byte Pair Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[surgutti's solution](#)

1050.

105535J

[Jolly Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[surgutti's solution](#)

1051.

105535A

[Arithmetics and That's It](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[surgutti's solution](#)

1052.

105535K

[Know Your Duration of Stay](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[surgutti's solution](#)

1053.

105535E

[Enter the Museum](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[surgutti's solution](#)

1054.

105535L

[Late Autumn Set of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[surgutti's solution](#)

1055.

105535H

[Huh? Oh, Yes, Welcome to the Contest!](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[surgutti's solution](#)

1056.

105164H

[Highest Score APPQ](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[surgutti's solution](#)

1057.

105164L

[Lost Land of Numeralia](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[surgutti's solution](#)

1058.

105164I

[Inspecting Merge Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[surgutti's solution](#)

1059.

105164B

[Bacterial Sampling](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[surgutti's solution](#)

1060.

105164F

[Factory TikTak Trend](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[surgutti's solution](#)

1061.

105164D

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

Rating: — · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[surgutti's solution](#)

1062.

105164J

[Journey To Stringland](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[surgutti's solution](#)

1063.

105164G

[Granitus Stone Towers](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[surgutti's solution](#)

1064.

105164K

[Knights In The Board](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[surgutti's solution](#)

1065.

105164E

[Evaluating Linear Expressions](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-27 · PyPy 3-64 (first AC) · Tags: —

[surgutti's solution](#)

1066.

105164A

[Arrayland's Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[surgutti's solution](#)

1067.

105164C

[Chocolate Packing](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[surgutti's solution](#)

1068.

105677A

[Titanomachy](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[surgutti's solution](#)

1069.

105677K

[Disk Covering](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[surgutti's solution](#)

1070.

105677L

[The Charioteer](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[surgutti's solution](#)

1071.

105677C

[Phryctoria](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[surgutti's solution](#)

1072.

105677E

[Building the Fort](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[surgutti's solution](#)

1073.

105677B

[Divine Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[surgutti's solution](#)

1074.

105677G

[Guess How the Ballet Will End](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[surgutti's solution](#)

1075.

105677D

[Temple Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[surgutti's solution](#)

1076.

105677I

[Divination](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[surgutti's solution](#)

1077.

105677M

[Ook? Ook!](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[surgutti's solution](#)

1078.

105677H

[The king of SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[surgutti's solution](#)

1079.

105562J

[Jib Job](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-05 · last AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[surgutti's solution](#)

1080.

105562G

[Glued Grid](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[surgutti's solution](#)

1081.

105562B

[Binary Search](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[surgutti's solution](#)

1082.

105562C

[Connect Five](#) · [Tutorial](#)

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1083.

105562H

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1084.

105562K

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1085.

105562M

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1086.

105562F

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1087.

105562L

[Limited Library](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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1088.

105562D

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1089.

105562A

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1090.

105562E

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1091.

105388I

[Geometry Hacking](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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1092.

105388B

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Rating: — · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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1093.

105388L

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1094.

105388J

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1095.

105388H

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Rating: — · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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1096.

105388A

[Coprime Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[surgutti's solution](#)

1097.

105388K

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1098.

105431G

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1099.

105431H

[Hotfix](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —
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1100.

105431B

[Baseball Court](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[surgutti's solution](#)

1101.

105431J

[Jungle Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[surgutti's solution](#)

1102.

105431I

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Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —
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1103.

105431F

[Fence Fee](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —
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1104.

105431K

[Knitting Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —
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1105.

105431A

[Avoiding the Abyss](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —
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1106.

105431D

[Double Deck](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[surgutti's solution](#)

1107.

105431C

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1108.

104736G

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1109.

102835L

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Rating: — · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —
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1110.

102460G

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1111.

102460L

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1112.

102460E

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[surgutti's solution](#)

1113.

102460A

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Rating: — · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: —
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1114.

102460J

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1115.

102460H

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Rating: — · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: —
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1116.

102460K

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1117.

102460D

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1118.

102460C

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1119.

101620B

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1120.

101620K

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Rating: — · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —
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1121.

101620I

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Rating: — · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —
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1122.

101620D

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1123.

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1124.

101620L

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1125.

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1126.

101620F

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1127.

101620J

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1128.

101620A

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1129.

104713K

[Screamers](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —
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1130.

104713C

[Pizzo Collectors](#) · [Tutorial](#)

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1131.

104713H

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Rating: — · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: —
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1132.

104713E

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Rating: — · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[surgutti's solution](#)

1133.

104713I

[Storage Problems](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[surgutti's solution](#)

1134.

104713D

[Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[surgutti's solution](#)

1135.

104713F

[Rescue Mission](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: —
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1136.

104114I

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

Rating: — · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —
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1137.

104114C

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Rating: — · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —
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1138.

104114K

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Rating: — · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —
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1139.

104114B

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —
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1140.

104114E

[Exercise](#) · [Tutorial](#)

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1141.

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —
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1142.

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1143.

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[surgutti's solution](#)

1144.

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —
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1145.

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —
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1146.

105053I

[Insects, Mathematics, Accuracy, and Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —
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1147.

105053A

[Almost Aligned](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: —
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1148.

105053J

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1149.

105053C

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1150.

105053G

[Greek Casino](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: —
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1151.

105053F

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1152.

105053E

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1153.

105053D

[DiviDuelo](#) · [Tutorial](#)

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1154.

105053K

[KMOP](#) · [Tutorial](#)

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1155.

105053L

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1156.

104854A

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Rating: — · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —
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1157.

104854K

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Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[surgutti's solution](#)

1158.

104854B

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Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —
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1159.

104854D

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Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —
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1160.

104925C

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1161.

104925B

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1162.

104925I

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1163.

104925E

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Rating: — · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —
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1164.

104945D

[Flag performance](#) · [Tutorial](#)

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1165.

104945G

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1166.

104945C

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Rating: — · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: —
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1167.

104945L

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1168.

104945B

[Supporting everyone](#) · [Tutorial](#)

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1169.

104945J

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[surgutti's solution](#)

1170.

104945E

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1171.

104945F

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1172.

104945A

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1173.

104945K

[Team selection](#) · [Tutorial](#)

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1174.

104945I

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[surgutti's solution](#)

1175.

100543L

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1176.

100543B

[Mountainous landscape](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[surgutti's solution](#)

1177.

100543D

[Wheels](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[surgutti's solution](#)

1178.

100543H

[Good morning!](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[surgutti's solution](#)

1179.

100543C

[Sums](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —
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1180.

101174D

[Dinner Bet](#) · [Tutorial](#)

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1181.

101174I

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Rating: — · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —
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1182.

101174B

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Rating: — · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —
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1183.

101174H

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1184.

101174F

[Performance Review](#) · [Tutorial](#)

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1185.

101174K

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1186.

101174C

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1187.

101481G

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1188.

101481C

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1189.

101481E

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1190.

101481D

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1192.

101481J

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1193.

104596D

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1195.

104596C

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1196.

104596J

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1197.

104596K

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Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[surgutti's solution](#)

1198.

104596B

[Bio Trip](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[surgutti's solution](#)

1199.

104596G

[Out of Sorts](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[surgutti's solution](#)

1200.

104596F

[Musical Chairs](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[surgutti's solution](#)

1201.

104596H

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

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[surgutti's solution](#)

1202.

104596A

[Retribution!](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[surgutti's solution](#)

1203.

104596E

[Just Passing Through](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[surgutti's solution](#)

1204.

104614A

[A-Mazing Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[surgutti's solution](#)

1205.

104614L

[Which Warehouse?](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[surgutti's solution](#)

1206.

104614F

[It's About Time](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[surgutti's solution](#)

1207.

104614C

[Cribbage On Steroids](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[surgutti's solution](#)

1208.

104614K

[Two Charts Become One](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[surgutti's solution](#)

1209.

104614J

[Simple Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[surgutti's solution](#)

1210.

104614I

[Road To Savings](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[surgutti's solution](#)

1211.

104614G

[Pea Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[surgutti's solution](#)

1212.

104614D

[Determining Nucleotide Assortments](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[surgutti's solution](#)

1213.

104614B

[A Musical Question](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[surgutti's solution](#)

1214.

104412J

[JP's List of Trips](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[surgutti's solution](#)

1215.

104412L

[ICPC Teams](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[surgutti's solution](#)

1216.

104412H

[How Many Groups](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[surgutti's solution](#)

1217.

104412B

[Bogo Sort Probability](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[surgutti's solution](#)

1218.

104412K

[Knockout Spell](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[surgutti's solution](#)

1219.

104412A

[Alaric Magic Partition](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[surgutti's solution](#)

1220.

104412D

[Draconis Subarrays](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[surgutti's solution](#)

1221.

104412I

[Iron Fist Ketil vs King Canute](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[surgutti's solution](#)

1222.

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1223.

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1224.

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1225.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1226.

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1227.

103081K

[Unique Activities](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1228.

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1229.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1230.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1231.

104369F

[Traveling in Cells](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-26 · last AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1232.

104369E

[New but Nostalgic Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1233.

104369D

[New Houses](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1234.

104369C

[Trading](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1235.

104369B

[Base Station Construction](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1236.

104369A

[Programming Contest](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1237.

104207C

[Rich Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1238.

104207E

[Evil Forest](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1239.

104207A

[Dogs and Cages](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1240.

104373K

[Link-Cut Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1241.

104373I

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

Rating: — · first AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1242.

104373A

[So I'll Max Out My Constructive Algorithm Skills](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1243.

1812F

[Factorization](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: — · first AC: 2023-04-01 · Python 3 (first AC) · Tags: *special, number theory

[surgutti's solution](#)

1244.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, implementation

[surgutti's solution](#)

1245.

1812D

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

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · Python 3 (first AC) · Tags: *special, constructive algorithms, math, number theory

[surgutti's solution](#)

1246.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[surgutti's solution](#)

1247.

1812E

[Not a Geometry Problem](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, constructive algorithms, geometry, math

[surgutti's solution](#)

1248.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, expression parsing, strings

[surgutti's solution](#)

1249.

103806E

[Inspectores](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[surgutti's solution](#)

1250.

103806D

[Sumas](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[surgutti's solution](#)

1251.

103806C

[Teatro](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[surgutti's solution](#)

1252.

103806B

[MCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[surgutti's solution](#)

1253.

102458A

[Daniel and Perpendophobia](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1254.

102458C

[Daniel's game](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1255.

102458B

[Daniel and gameshow](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1256.

101793B

[Pen spinning accident](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1257.

103677M

[Grape Juice Country](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1258.

103677H

[Alexander the Grape](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1259.

103677N

[Freaky Fertilizer Tests](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1260.

103677G1

[Family Farm I](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1261.

103677G2

[Family Farm II](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1262.

103677K

[Wine Grapes](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1263.

103677L

[French Raisins](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1264.

103677A

[Raiser Mais](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1265.

103677F

[Sour Grapes](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1266.

103677D

[Grape Field](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1267.

103677I

[Faction Feud](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1268.

103677C

[Raisin Box](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1269.

103677E

[Festa des Vermar](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1270.

103466J

[Spy](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1271.

103466H

[Prince and Princess](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1272.

103466C

[Digital Path](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1273.

103466K

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1274.

103466A

[A Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1275.

102900I

[Sky Garden](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1276.

102900D

[Walker](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1277.

102900B

[Mine Sweeper II](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1278.

102900M

[Gitignore](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1279.

102900G

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1280.

102569G

[Nuts and Bolts](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1281.

102569C

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

Rating: — · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1282.

102569J

[The Battle of Mages](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1283.

102569D

[Lexicographically Minimal Shortest Path](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1284.

102569L

[The Dragon Land](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1285.

102569K

[Table](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1286.

102569I

[Sorting Colored Array](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1287.

102569F

[Moving Target](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1288.

102569A

[Array's Hash](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1289.

102569H

[Tree Painting](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1290.

102569E

[Fluctuations of Mana](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1291.

102569M

[Notifications](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1292.

102569B

[Bonuses on a Line](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1293.

103743B

[Prime Ring Plus](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1294.

103743C

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

Rating: — · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1295.

103743J

[Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1296.

103743L

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

Rating: — · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1297.

103743K

[aaaaaaaaaA heH heH nuN](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1298.

103743I

[Cutting Suffix](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1299.

103743A

[PENTA KILL!](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1300.

103415G

[Slope](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1301.

103415C

[Necklace](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1302.

103415H

[Three Integers](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1303.

103415F

[Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1304.

103415I

[Pudding Store](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1305.

103729D

[Transition](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1306.

103729J

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

Rating: — · first AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1307.

103729L

[Chtholly and the Broken Chronograph](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1308.

103729A

[Nucleic Acid Test](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1309.

103729F

[Angel](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1310.

103729B

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

Rating: — · first AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1311.

103729K

[PTT](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1312.

102824D

[The Duplicator](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1313.

102824C

[Calendars](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1314.

102824B

[Stone Piles](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1315.

102824A

[Climbing Trees](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1316.

1663C

[P Ö! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation, math

[surgutti's solution](#)

1317.

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, divide and conquer, implementation, math

[surgutti's solution](#)

1318.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, expression parsing, trees

[surgutti's solution](#)

1319.

103414G

[Maximize XOR sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[surgutti's solution](#)

1320.

103414K

[Work or Sleep!](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[surgutti's solution](#)

1321.

103414H

[Octopus Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[surgutti's solution](#)

1322.

103414I

[Third Group Exam](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[surgutti's solution](#)

1323.

103414D

[Army of Clones](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[surgutti's solution](#)

1324.

103414C

[Moving Cells](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[surgutti's solution](#)

1325.

103414F

[Race](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[surgutti's solution](#)

1326.

103414B

[Guess the Array](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[surgutti's solution](#)

1327.

103414E

[Haiku](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[surgutti's solution](#)

1328.

103414J

[Computational ethnography](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[surgutti's solution](#)

1329.

103414A

[Friendly Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[surgutti's solution](#)

1330.

103483C

[How Many Strings Are Less](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[surgutti's solution](#)

1331.

103483G

[The Math of Sailing](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[surgutti's solution](#)

1332.

103483E

[Fair Robbery](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[surgutti's solution](#)

1333.

103483I

[Wheel of Fortune](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[surgutti's solution](#)

1334.

103483D

[Exam registration](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[surgutti's solution](#)

1335.

103483K

[Railroad sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[surgutti's solution](#)

1336.

103483H

[Lots of Parabolas](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[surgutti's solution](#)

1337.

103483F

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

Rating: — · first AC: 2022-01-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[surgutti's solution](#)

1338.

103483A

[Natives](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[surgutti's solution](#)

1339.

102802K

[Lost Child](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[surgutti's solution](#)

1340.

102802I

[Contradictory Canelé](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[surgutti's solution](#)

1341.

102802H

[Secret Base](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[surgutti's solution](#)

1342.

102802E

[Coffee Swapping](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[surgutti's solution](#)

1343.

102802G

[Cupcake Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[surgutti's solution](#)

1344.

102802D

[Milky Way](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1345.

102802C

[Mountain Mileage](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[surgutti's solution](#)

1346.

102802B

[Frosting Patterns](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1347.

102802F

[Hot Cake](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[surgutti's solution](#)

1348.

102802A

[Baking Pan](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1349.

103451I

[Krosh and bit operations](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[surgutti's solution](#)

1350.

103451E

[One more splitting problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1351.

103451J

[Number](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[surgutti's solution](#)

1352.

103451H

[Krosh and permutation](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1353.

103451B

[Sum of sums](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1354.

103451A

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[surgutti's solution](#)

1355.

103451D

[Krosh and powers of two](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[surgutti's solution](#)

1356.

103102I

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

Rating: — · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1357.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1358.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1359.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1360.

103109B

[Azran Tablets](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1361.

103109A

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

Rating: — · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1362.

101656J

[Temple Build](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1363.

101656K

[Tile Cut](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1364.

101656D

[Partition](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[surgutti's solution](#)

1365.

101656E

[Rings and Runes](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1366.

101656G

[Saruman's Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[surgutti's solution](#)

1367.

101656H

[Seating Chart](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1368.

101656L

[Tongues](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1369.

101656A

[Good Versus Evil](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1370.

101656B

[Magic Multiple](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1371.

102001C

[Smart Thief](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1372.

102001F

[Popping Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1373.

102001H

[Lexical Sign Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1374.

102001K

[Boomerangs](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1375.

102001J

[Future Generation](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1376.

102001G

[Go Make It Complete](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1377.

102001D

[Icy Land](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1378.

102001A

[Edit Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1379.

102001L

[Binary String](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1380.

102001I

[Lie Detector](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1381.

101889M

[Marblecoin](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1382.

101889B

[Buggy ICPC](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[surgutti's solution](#)

1383.

101889D

[Daunting device](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · last AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[surgutti's solution](#)

1384.

101889G

[Gates of uncertainty](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1385.

101889J

[Jumping frog](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1386.

101889E

[Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1387.

101889F

[Fundraising](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[surgutti's solution](#)

1388.

101889I

[Imperial roads](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1389.

101889H

[Hard choice](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1390.

101889C

[Complete Naebbirac's sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1391.

100548F

[Color](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1392.

100920H

[Squares](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-20 · last AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1393.

102644I

[Count Paths Queries](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-31 · last AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1394.

102644B

[String Mood](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-16 · last AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1395.

101237A

[MEX-Query](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1396.

102787Z

[Trick or Treap](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1397.

102787B

[Pear Treap](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1398.

102787A

[Shandom Ruffle](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1399.

102621B

[Leaping Lizards](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1400.

102621A

[Zoo Tour](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1401.

100956B

[Lines](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1402.

100570D

[TROY Query](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[surgutti's solution](#)

1403.

100741D

[Xor Sum](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-23 · last AC: 2020-09-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[surgutti's solution](#)

1404.

102694F

[The Lorax](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1405.

102694D

[Cycle Free Flow](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-16 · last AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1406.

102694E

[Filthy Rich Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1407.

102694C

[Sloth Naptime](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1408.

102694B

[Dynamic Diameter](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1409.

102694A

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

Rating: — · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1410.

102644H

[String Mood Updates](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-31 · last AC: 2020-07-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1411.

102644G

[Recurrence With Square](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1412.

102644F

[Min Path](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1413.

102644E

[Knight Paths](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1414.

102644D

[Count Paths](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1415.

102644C

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1416.

102644A

[Random Mood](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[surgutti's solution](#)

1417.

101502G

[Most Common Suffix](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[surgutti's solution](#)