

## [CF Elite Tracker](https://cfelitetracker.vercel.app)

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# Unique solved — t.kwiatkowski

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

Sort: [Problem rating](#) · [easier first](#)

Filters: none

Count: 1,069

1.

1551A

[Polycarp and Coins](#) · [Tutorial](#)

Quality: 58,365 global accepts · Rating: 800 · first AC: 2026-01-08 · last AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

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2.

2173A

[Sleeping Through Classes](#) · [Tutorial](#)

Quality: 23,787 global accepts · Rating: 800 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

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3.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,841 global accepts · Rating: 800 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings

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4.

2163A

[Souvlaki VS. Kalamaki](#) · [Tutorial](#)

Quality: 19,597 global accepts · Rating: 800 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, sortings

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5.

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,172 global accepts · Rating: 800 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, two pointers

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6.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,216 global accepts · Rating: 800 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

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7.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,578 global accepts · Rating: 800 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

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8.

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,951 global accepts · Rating: 800 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

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9.

2123A

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Quality: 41,699 global accepts · Rating: 800 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

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**10.**

2123B

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Quality: 34,929 global accepts · Rating: 800 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

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**11.**

2119A

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Quality: 27,207 global accepts · Rating: 800 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

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**12.**

2124A

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

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

[t.kwiatkowski's solution](#)

**13.**

2112A

[Race](#) · [Tutorial](#)

Quality: 29,270 global accepts · Rating: 800 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

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**14.**

2120A

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Quality: 20,331 global accepts · Rating: 800 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math

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**15.**

2113A

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**16.**

2117A

[False Alarm](#) · [Tutorial](#)

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**17.**

2117B

[Shrink](#) · [Tutorial](#)

Quality: 32,172 global accepts · Rating: 800 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

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**18.**

2091A

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**19.**

2091B

[Team Training](#) · [Tutorial](#)

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**20.**

2118A

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

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greedy

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**21.**

2116A

[Gellyfish and Tricolor Pansy](#) · [Tutorial](#)

Quality: 26,977 global accepts · Rating: 800 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

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**22.**

2114A

[Square Year](#) · [Tutorial](#)

Quality: 43,216 global accepts · Rating: 800 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math

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**23.**

2111A

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Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

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**24.**

1562A

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**25.**

2110A

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**26.**

2098A

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**27.**

2104A

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**28.**

2109A

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**29.**

2107A

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**30.**

2108A

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**31.**

2063A

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**32.**

2061A

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

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**33.**

2049A

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**34.**

2034A

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**35.**

2029A

[Set](#) · [Tutorial](#)

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**36.**

2032A

[Circuit](#) · [Tutorial](#)

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**37.**

2035A

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**38.**

2025A

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**39.**

2022A

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**40.**

2020A

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**41.**

2021A

[Meaning Mean](#) · [Tutorial](#)

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sortings

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**42.**

1948A

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

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**43.**

1918A

[Brick Wall](#) · [Tutorial](#)

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**44.**

1919B

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**45.**

1919A

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**46.**

1916A

[2023](#) · [Tutorial](#)

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**47.**

1913A

[Rating Increase](#) · [Tutorial](#)

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**48.**

1905A

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

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[t.kwiatkowski's solution](#)

**49.**

1890B

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

Quality: 18,766 global accepts · Rating: 800 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

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**50.**

1890A

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Quality: 57,164 global accepts · Rating: 800 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

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**51.**

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,598 global accepts · Rating: 800 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: strings

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52.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
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53.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,378 global accepts · Rating: 800 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
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54.

1136A

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55.

1814A

[Coins](#) · [Tutorial](#)

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56.

1805B

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

Quality: 19,975 global accepts · Rating: 800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings  
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57.

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,956 global accepts · Rating: 800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force  
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58.

1740A

[Factorise N+M](#) · [Tutorial](#)

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59.

1765B

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60.

1782A

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61.

1773F

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Quality: 4,782 global accepts · Rating: 800 · first AC: 2023-01-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms  
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62.

1768A

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Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory  
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**63.**

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings  
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**64.**

1748A

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

Quality: 25,315 global accepts · Rating: 800 · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: math  
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**65.**

467A

[George and Accommodation](#) · [Tutorial](#)

Quality: 155,974 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
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**66.**

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,209 global accepts · Rating: 800 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math  
[t.kwiatkowski's solution](#)

**67.**

1705A

[Mark the Photographer](#) · [Tutorial](#)

Quality: 26,583 global accepts · Rating: 800 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[t.kwiatkowski's solution](#)

**68.**

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[t.kwiatkowski's solution](#)

**69.**

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
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**70.**

1699A

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

Quality: 24,780 global accepts · Rating: 800 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
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**71.**

1680A

[Minimums and Maximums](#) · [Tutorial](#)

Quality: 22,353 global accepts · Rating: 800 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math  
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**72.**

1671A

[String Building](#) · [Tutorial](#)

Quality: 21,387 global accepts · Rating: 800 · first AC: 2022-05-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
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**73.**

1678B1

[Tokitsukaze and Good 01-String \(easy version\)](#) · [Tutorial](#)

Quality: 16,612 global accepts · Rating: 800 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
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74.

1678A

[Tokitsukaze and All Zero Sequence](#) · [Tutorial](#)

Quality: 19,174 global accepts · Rating: 800 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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75.

1670A

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Quality: 15,996 global accepts · Rating: 800 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

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76.

1673A

[Subtle Substring Subtraction](#) · [Tutorial](#)

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77.

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 800 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

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78.

1672A

[Log Chopping](#) · [Tutorial](#)

Quality: 16,818 global accepts · Rating: 800 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: games, implementation, math

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79.

1665A

[GCD vs LCM](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 800 · first AC: 2022-04-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

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80.

1661A

[Array Balancing](#) · [Tutorial](#)

Quality: 19,370 global accepts · Rating: 800 · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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81.

1635B

[Avoid Local Maximums](#) · [Tutorial](#)

Quality: 18,474 global accepts · Rating: 800 · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy

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82.

1635A

[Min Or Sum](#) · [Tutorial](#)

Quality: 25,899 global accepts · Rating: 800 · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy

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83.

1621A

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

Quality: 24,768 global accepts · Rating: 800 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

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84.

1616A

[Integer Diversity](#) · [Tutorial](#)

Quality: 23,829 global accepts · Rating: 800 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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- 85.**  
1622A  
[Construct a Rectangle](#) · [Tutorial](#)  
Quality: 32,036 global accepts · Rating: 800 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math  
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- 86.**  
1061A  
[Coins](#) · [Tutorial](#)  
Quality: 24,109 global accepts · Rating: 800 · first AC: 2021-12-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math  
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- 87.**  
1591A  
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- 88.**  
1614A  
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- 89.**  
1612A  
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- 90.**  
1605A  
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- 91.**  
1582A  
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- 92.**  
1586A  
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- 93.**  
1514A  
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- 94.**  
1529A  
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- 95.**  
1594A  
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1592A  
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- 97.**  
1581A  
[CQXYM Count Permutations](#) · [Tutorial](#)  
Quality: 14,277 global accepts · Rating: 800 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory  
[t.kwiatkowski's solution](#)
- 98.**  
1542A  
[Odd Set](#) · [Tutorial](#)  
Quality: 51,639 global accepts · Rating: 800 · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: math  
[t.kwiatkowski's solution](#)
- 99.**  
1574A  
[Regular Bracket Sequences](#) · [Tutorial](#)  
Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[t.kwiatkowski's solution](#)
- 100.**  
1573A  
[Countdown](#) · [Tutorial](#)  
Quality: 21,956 global accepts · Rating: 800 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[t.kwiatkowski's solution](#)
- 101.**  
1566B  
[MIN-MEX Cut](#) · [Tutorial](#)  
Quality: 21,212 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy  
[t.kwiatkowski's solution](#)
- 102.**  
1566A  
[Median Maximization](#) · [Tutorial](#)  
Quality: 25,377 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math  
[t.kwiatkowski's solution](#)
- 103.**  
1569A  
[Balanced Substring](#) · [Tutorial](#)  
Quality: 26,554 global accepts · Rating: 800 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[t.kwiatkowski's solution](#)
- 104.**  
1567A  
[Domino Disaster](#) · [Tutorial](#)  
Quality: 31,718 global accepts · Rating: 800 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[t.kwiatkowski's solution](#)
- 105.**  
1556A  
[A Variety of Operations](#) · [Tutorial](#)  
Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: math  
[t.kwiatkowski's solution](#)
- 106.**  
1557A  
[Ezzat and Two Subsequences](#) · [Tutorial](#)  
Quality: 29,147 global accepts · Rating: 800 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings  
[t.kwiatkowski's solution](#)

**107.**

1527A

[And Then There Were K](#) · [Tutorial](#)

Quality: 41,907 global accepts · Rating: 800 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[t.kwiatkowski's solution](#)

**108.**

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,132 global accepts · Rating: 800 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[t.kwiatkowski's solution](#)

**109.**

1519B

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 33,399 global accepts · Rating: 800 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[t.kwiatkowski's solution](#)

**110.**

1519A

[Red and Blue Beans](#) · [Tutorial](#)

Quality: 30,561 global accepts · Rating: 800 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[t.kwiatkowski's solution](#)

**111.**

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,882 global accepts · Rating: 800 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[t.kwiatkowski's solution](#)

**112.**

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[t.kwiatkowski's solution](#)

**113.**

1513A

[Array and Peaks](#) · [Tutorial](#)

Quality: 20,018 global accepts · Rating: 800 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[t.kwiatkowski's solution](#)

**114.**

1504A

[Déjà Vu](#) · [Tutorial](#)

Quality: 22,802 global accepts · Rating: 800 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[t.kwiatkowski's solution](#)

**115.**

1484A

[Prison Break](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[t.kwiatkowski's solution](#)

**116.**

1499A

[Domino on Windowsill](#) · [Tutorial](#)

Quality: 21,969 global accepts · Rating: 800 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[t.kwiatkowski's solution](#)

**117.**

1466B

[Last minute enhancements](#) · [Tutorial](#)

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[t.kwiatkowski's solution](#)

**118.**

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math

[t.kwiatkowski's solution](#)

**119.**

1393A

[Rainbow Dash, Fluttershy and Chess Coloring](#) · [Tutorial](#)

Quality: 20,832 global accepts · Rating: 800 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[t.kwiatkowski's solution](#)

**120.**

1382A

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

Quality: 27,362 global accepts · Rating: 800 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[t.kwiatkowski's solution](#)

**121.**

1372A

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

Quality: 33,483 global accepts · Rating: 800 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[t.kwiatkowski's solution](#)

**122.**

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,264 global accepts · Rating: 800 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[t.kwiatkowski's solution](#)

**123.**

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,490 global accepts · Rating: 800 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[t.kwiatkowski's solution](#)

**124.**

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,261 global accepts · Rating: 800 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[t.kwiatkowski's solution](#)

**125.**

1358A

[Park Lighting](#) · [Tutorial](#)

Quality: 43,194 global accepts · Rating: 800 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[t.kwiatkowski's solution](#)

**126.**

1345A

[Puzzle Pieces](#) · [Tutorial](#)

Quality: 24,828 global accepts · Rating: 800 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[t.kwiatkowski's solution](#)

**127.**

1337A

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

Quality: 42,915 global accepts · Rating: 800 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[t.kwiatkowski's solution](#)

**128.**

1335A

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

Quality: 104,817 global accepts · Rating: 800 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[t.kwiatkowski's solution](#)

**129.**

1312A

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

Quality: 27,543 global accepts · Rating: 800 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, number theory

[t.kwiatkowski's solution](#)

**130.**

1328A

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

Quality: 131,933 global accepts · Rating: 800 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[t.kwiatkowski's solution](#)

**131.**

1325B

[CopyCopyCopyCopyCopy](#) · [Tutorial](#)

Quality: 38,827 global accepts · Rating: 800 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[t.kwiatkowski's solution](#)

**132.**

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,212 global accepts · Rating: 800 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[t.kwiatkowski's solution](#)

**133.**

1323A

[Even Subset Sum Problem](#) · [Tutorial](#)

Quality: 20,892 global accepts · Rating: 800 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[t.kwiatkowski's solution](#)

**134.**

1287A

[Angry Students](#) · [Tutorial](#)

Quality: 22,469 global accepts · Rating: 800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[t.kwiatkowski's solution](#)

**135.**

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[t.kwiatkowski's solution](#)

**136.**

1283A

[Minutes Before the New Year](#) · [Tutorial](#)

Quality: 61,306 global accepts · Rating: 800 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[t.kwiatkowski's solution](#)

**137.**

1269A

[Equation](#) · [Tutorial](#)

Quality: 24,103 global accepts · Rating: 800 · first AC: 2019-12-21 · GNU C++11 (first AC) · Tags: brute force, math

[t.kwiatkowski's solution](#)

**138.**

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,432 global accepts · Rating: 800 · first AC: 2019-11-04 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[t.kwiatkowski's solution](#)

**139.**

1150A

[Stock Arbitraging](#) · [Tutorial](#)

Quality: 12,519 global accepts · Rating: 800 · first AC: 2019-05-02 · GNU C++11 (first AC) · Tags: greedy, implementation  
[t.kwiatkowski's solution](#)

**140.**

1152A

[Neko Finds Grapes](#) · [Tutorial](#)

Quality: 16,210 global accepts · Rating: 800 · first AC: 2019-04-25 · GNU C++11 (first AC) · Tags: greedy, implementation, math  
[t.kwiatkowski's solution](#)

**141.**

1108A

[Two distinct points](#) · [Tutorial](#)

Quality: 23,354 global accepts · Rating: 800 · first AC: 2019-01-30 · GNU C++11 (first AC) · Tags: implementation  
[t.kwiatkowski's solution](#)

**142.**

1075A

[The King's Race](#) · [Tutorial](#)

Quality: 9,138 global accepts · Rating: 800 · first AC: 2018-11-13 · GNU C++11 (first AC) · Tags: implementation, math  
[t.kwiatkowski's solution](#)

**143.**

994A

[Fingerprints](#) · [Tutorial](#)

Quality: 15,214 global accepts · Rating: 800 · first AC: 2018-06-16 · GNU C++11 (first AC) · Tags: implementation  
[t.kwiatkowski's solution](#)

**144.**

977A

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

Quality: 217,541 global accepts · Rating: 800 · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: implementation  
[t.kwiatkowski's solution](#)

**145.**

965A

[Paper Airplanes](#) · [Tutorial](#)

Quality: 10,356 global accepts · Rating: 800 · first AC: 2018-05-01 · GNU C++11 (first AC) · Tags: math  
[t.kwiatkowski's solution](#)

**146.**

976A

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

Quality: 10,975 global accepts · Rating: 800 · first AC: 2018-04-30 · GNU C++11 (first AC) · Tags: implementation  
[t.kwiatkowski's solution](#)

**147.**

2114B

[Not Quite a Palindromic String](#) · [Tutorial](#)

Quality: 30,504 global accepts · Rating: 900 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[t.kwiatkowski's solution](#)

**148.**

2110B

[Down with Brackets](#) · [Tutorial](#)

Quality: 27,345 global accepts · Rating: 900 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings  
[t.kwiatkowski's solution](#)

**149.**

2102B

[The Picky Cat](#) · [Tutorial](#)

Quality: 19,838 global accepts · Rating: 900 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings  
[t.kwiatkowski's solution](#)

**150.**

2102A

[Dinner Time](#) · [Tutorial](#)

Quality: 21,470 global accepts · Rating: 900 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math  
[t.kwiatkowski's solution](#)

**151.**

2085A

[Serval and String Theory](#) · [Tutorial](#)

Quality: 23,549 global accepts · Rating: 900 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation  
[t.kwiatkowski's solution](#)

**152.**

2026A

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

Quality: 20,265 global accepts · Rating: 900 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math  
[t.kwiatkowski's solution](#)

**153.**

2035B

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

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[t.kwiatkowski's solution](#)

**154.**

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[t.kwiatkowski's solution](#)

**155.**

1918B

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

Quality: 27,026 global accepts · Rating: 900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings  
[t.kwiatkowski's solution](#)

**156.**

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,402 global accepts · Rating: 900 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation  
[t.kwiatkowski's solution](#)

**157.**

1735B

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

Quality: 19,319 global accepts · Rating: 900 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[t.kwiatkowski's solution](#)

**158.**

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,636 global accepts · Rating: 900 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math  
[t.kwiatkowski's solution](#)

**159.**

1779B

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

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[t.kwiatkowski's solution](#)

**160.**

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,894 global accepts · Rating: 900 · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[t.kwiatkowski's solution](#)

**161.**

1705B

[Mark the Dust Sweeper](#) · [Tutorial](#)

Quality: 25,454 global accepts · Rating: 900 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[t.kwiatkowski's solution](#)

**162.**

1699B

[Almost Ternary Matrix](#) · [Tutorial](#)

Quality: 21,694 global accepts · Rating: 900 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, matrices

[t.kwiatkowski's solution](#)

**163.**

1665B

[Array Cloning Technique](#) · [Tutorial](#)

Quality: 32,911 global accepts · Rating: 900 · first AC: 2022-04-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[t.kwiatkowski's solution](#)

**164.**

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,955 global accepts · Rating: 900 · first AC: 2022-04-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[t.kwiatkowski's solution](#)

**165.**

1591B

[Array Eversion](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[t.kwiatkowski's solution](#)

**166.**

1610A

[Anti Light's Cell Guessing](#) · [Tutorial](#)

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[t.kwiatkowski's solution](#)

**167.**

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[t.kwiatkowski's solution](#)

**168.**

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,493 global accepts · Rating: 900 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: strings

[t.kwiatkowski's solution](#)

**169.**

1582B

[Luntik and Subsequences](#) · [Tutorial](#)

Quality: 33,376 global accepts · Rating: 900 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[t.kwiatkowski's solution](#)

**170.**

1501B

[Napoleon Cake](#) · [Tutorial](#)

Quality: 21,078 global accepts · Rating: 900 · first AC: 2021-10-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings  
[t.kwiatkowski's solution](#)

**171.**

1543B

[Customising the Track](#) · [Tutorial](#)

Quality: 24,480 global accepts · Rating: 900 · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math  
[t.kwiatkowski's solution](#)

**172.**

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,969 global accepts · Rating: 900 · first AC: 2021-09-23 · last AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory  
[t.kwiatkowski's solution](#)

**173.**

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: math  
[t.kwiatkowski's solution](#)

**174.**

1350A

[Orac and Factors](#) · [Tutorial](#)

Quality: 27,382 global accepts · Rating: 900 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: math  
[t.kwiatkowski's solution](#)

**175.**

1337B

[Kana and Dragon Quest game](#) · [Tutorial](#)

Quality: 36,867 global accepts · Rating: 900 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[t.kwiatkowski's solution](#)

**176.**

1335B

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

Quality: 42,600 global accepts · Rating: 900 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[t.kwiatkowski's solution](#)

**177.**

1330A

[Dreamoon and Ranking Collection](#) · [Tutorial](#)

Quality: 19,461 global accepts · Rating: 900 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[t.kwiatkowski's solution](#)

**178.**

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory  
[t.kwiatkowski's solution](#)

**179.**

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,085 global accepts · Rating: 900 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: math  
[t.kwiatkowski's solution](#)

**180.**

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,814 global accepts · Rating: 900 · first AC: 2019-12-27 · GNU C++11 (first AC) · Tags: math  
[t.kwiatkowski's solution](#)

**181.**

1150B

[Tiling Challenge](#) · [Tutorial](#)

Quality: 11,851 global accepts · Rating: 900 · first AC: 2019-05-02 · GNU C++11 (first AC) · Tags: greedy, implementation  
[t.kwiatkowski's solution](#)

**182.**

1141B

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

Quality: 23,081 global accepts · Rating: 900 · first AC: 2019-04-14 · GNU C++11 (first AC) · Tags: implementation  
[t.kwiatkowski's solution](#)

**183.**

989A

[A Blend of Springtime](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 900 · first AC: 2018-06-11 · GNU C++11 (first AC) · Tags: implementation, strings  
[t.kwiatkowski's solution](#)

**184.**

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,798 global accepts · Rating: 900 · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: implementation, strings  
[t.kwiatkowski's solution](#)

**185.**

975A

[Aramic script](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 900 · first AC: 2018-05-01 · GNU C++11 (first AC) · Tags: implementation, strings  
[t.kwiatkowski's solution](#)

**186.**

1248A

[Integer Points](#) · [Tutorial](#)

Quality: 15,106 global accepts · Rating: 1000 · first AC: 2021-12-21 · last AC: 2026-01-15 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math  
[t.kwiatkowski's solution](#)

**187.**

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,268 global accepts · Rating: 1000 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory  
[t.kwiatkowski's solution](#)

**188.**

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,818 global accepts · Rating: 1000 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy  
[t.kwiatkowski's solution](#)

**189.**

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,920 global accepts · Rating: 1000 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers  
[t.kwiatkowski's solution](#)

**190.**

2123C

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

Quality: 30,891 global accepts · Rating: 1000 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures  
[t.kwiatkowski's solution](#)

**191.**

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,286 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy  
[t.kwiatkowski's solution](#)

**192.**

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,743 global accepts · Rating: 1000 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry  
[t.kwiatkowski's solution](#)

**193.**

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,845 global accepts · Rating: 1000 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy  
[t.kwiatkowski's solution](#)

**194.**

2114C

[Need More Arrays](#) · [Tutorial](#)

Quality: 30,896 global accepts · Rating: 1000 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy  
[t.kwiatkowski's solution](#)

**195.**

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,544 global accepts · Rating: 1000 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory  
[t.kwiatkowski's solution](#)

**196.**

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation  
[t.kwiatkowski's solution](#)

**197.**

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers  
[t.kwiatkowski's solution](#)

**198.**

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,915 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory  
[t.kwiatkowski's solution](#)

**199.**

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,281 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: strings  
[t.kwiatkowski's solution](#)

**200.**

368A

[Sereja and Coat Rack](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1000 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[t.kwiatkowski's solution](#)

**201.**

499B

[Lecture](#) · [Tutorial](#)

Quality: 44,848 global accepts · Rating: 1000 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[t.kwiatkowski's solution](#)

**202.**

699A

[Launch of Collider](#) · [Tutorial](#)

Quality: 18,864 global accepts · Rating: 1000 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[t.kwiatkowski's solution](#)

**203.**

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,901 global accepts · Rating: 1000 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory  
[t.kwiatkowski's solution](#)

**204.**

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,822 global accepts · Rating: 1000 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math  
[t.kwiatkowski's solution](#)

**205.**

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings  
[t.kwiatkowski's solution](#)

**206.**

1671B

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

Quality: 19,740 global accepts · Rating: 1000 · first AC: 2022-05-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings  
[t.kwiatkowski's solution](#)

**207.**

727A

[Transformation: from A to B](#) · [Tutorial](#)

Quality: 18,027 global accepts · Rating: 1000 · first AC: 2022-01-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, math  
[t.kwiatkowski's solution](#)

**208.**

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, sortings  
[t.kwiatkowski's solution](#)

**209.**

1614B

[Divan and a New Project](#) · [Tutorial](#)

Quality: 29,045 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings  
[t.kwiatkowski's solution](#)

**210.**

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,336 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[t.kwiatkowski's solution](#)

**211.**

1245A

[Good ol' Numbers Coloring](#) · [Tutorial](#)

Quality: 14,894 global accepts · Rating: 1000 · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[t.kwiatkowski's solution](#)

**212.**

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[t.kwiatkowski's solution](#)

**213.**

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[t.kwiatkowski's solution](#)

**214.**

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,947 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[t.kwiatkowski's solution](#)

**215.**

1521A

[Nastia and Nearly Good Numbers](#) · [Tutorial](#)

Quality: 42,047 global accepts · Rating: 1000 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[t.kwiatkowski's solution](#)

**216.**

1515B

[Phoenix and Puzzle](#) · [Tutorial](#)

Quality: 27,071 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory

[t.kwiatkowski's solution](#)

**217.**

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

[t.kwiatkowski's solution](#)

**218.**

1265A

[Beautiful String](#) · [Tutorial](#)

Quality: 15,952 global accepts · Rating: 1000 · first AC: 2020-06-14 · last AC: 2020-06-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[t.kwiatkowski's solution](#)

**219.**

1362A

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

Quality: 34,090 global accepts · Rating: 1000 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[t.kwiatkowski's solution](#)

**220.**

1359B

[New Theatre Square](#) · [Tutorial](#)

Quality: 29,388 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[t.kwiatkowski's solution](#)

**221.**

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,728 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[t.kwiatkowski's solution](#)

**222.**

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

[t.kwiatkowski's solution](#)

**223.**

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,062 global accepts · Rating: 1000 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings  
[t.kwiatkowski's solution](#)

**224.**

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[t.kwiatkowski's solution](#)

**225.**

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,293 global accepts · Rating: 1000 · first AC: 2019-12-19 · last AC: 2019-12-19 · GNU C++11 (first AC) · Tags: brute force, implementation, strings  
[t.kwiatkowski's solution](#)

**226.**

1151A

[Maxim and Biology](#) · [Tutorial](#)

Quality: 11,859 global accepts · Rating: 1000 · first AC: 2019-04-25 · GNU C++11 (first AC) · Tags: brute force, strings  
[t.kwiatkowski's solution](#)

**227.**

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,106 global accepts · Rating: 1000 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: brute force, math  
[t.kwiatkowski's solution](#)

**228.**

1155A

[Reverse a Substring](#) · [Tutorial](#)

Quality: 25,983 global accepts · Rating: 1000 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: implementation, sortings, strings  
[t.kwiatkowski's solution](#)

**229.**

967B

[Watering System](#) · [Tutorial](#)

Quality: 7,887 global accepts · Rating: 1000 · first AC: 2018-05-01 · GNU C++11 (first AC) · Tags: math, sortings  
[t.kwiatkowski's solution](#)

**230.**

2173B

[Niko's Tactical Cards](#) · [Tutorial](#)

Quality: 18,136 global accepts · Rating: 1100 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math  
[t.kwiatkowski's solution](#)

**231.**

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,225 global accepts · Rating: 1100 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[t.kwiatkowski's solution](#)

**232.**

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,575 global accepts · Rating: 1100 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings  
[t.kwiatkowski's solution](#)

**233.**

2103B

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

Quality: 17,709 global accepts · Rating: 1100 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[t.kwiatkowski's solution](#)

**234.**

2112B

[Shrinking Array](#) · Tutorial

Quality: 21,121 global accepts · Rating: 1100 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy  
[t.kwiatkowski's solution](#)

**235.**

2111C

[Equal Values](#) · Tutorial

Quality: 19,441 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, two pointers  
[t.kwiatkowski's solution](#)

**236.**

2111B

[Fibonacci Cubes](#) · Tutorial

Quality: 17,885 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, math  
[t.kwiatkowski's solution](#)

**237.**

2104C

[Card Game](#) · Tutorial

Quality: 17,389 global accepts · Rating: 1100 · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math  
[t.kwiatkowski's solution](#)

**238.**

2107B

[Apples in Boxes](#) · Tutorial

Quality: 19,806 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math  
[t.kwiatkowski's solution](#)

**239.**

2063B

[Subsequence Update](#) · Tutorial

Quality: 23,197 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings  
[t.kwiatkowski's solution](#)

**240.**

2029B

[Replacement](#) · Tutorial

Quality: 11,742 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings  
[t.kwiatkowski's solution](#)

**241.**

2032B

[Medians](#) · Tutorial

Quality: 20,594 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[t.kwiatkowski's solution](#)

**242.**

2025B

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

Quality: 19,618 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[t.kwiatkowski's solution](#)

**243.**

1948B

[Array Fix](#) · Tutorial

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation  
[t.kwiatkowski's solution](#)

**244.**

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, trees

[t.kwiatkowski's solution](#)

**245.**

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,929 global accepts · Rating: 1100 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[t.kwiatkowski's solution](#)

**246.**

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy

[t.kwiatkowski's solution](#)

**247.**

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,952 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[t.kwiatkowski's solution](#)

**248.**

218A

[Mountain Scenery](#) · [Tutorial](#)

Quality: 10,533 global accepts · Rating: 1100 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[t.kwiatkowski's solution](#)

**249.**

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,437 global accepts · Rating: 1100 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[t.kwiatkowski's solution](#)

**250.**

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[t.kwiatkowski's solution](#)

**251.**

1673B

[A Perfectly Balanced String?](#) · [Tutorial](#)

Quality: 21,784 global accepts · Rating: 1100 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, strings

[t.kwiatkowski's solution](#)

**252.**

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,037 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[t.kwiatkowski's solution](#)

**253.**

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[t.kwiatkowski's solution](#)

**254.**

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,390 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers  
[t.kwiatkowski's solution](#)

**255.**

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,511 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[t.kwiatkowski's solution](#)

**256.**

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,140 global accepts · Rating: 1100 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math  
[t.kwiatkowski's solution](#)

**257.**

1574B

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

Quality: 18,222 global accepts · Rating: 1100 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math  
[t.kwiatkowski's solution](#)

**258.**

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings  
[t.kwiatkowski's solution](#)

**259.**

1557B

[Moamen and k-subarrays](#) · [Tutorial](#)

Quality: 24,612 global accepts · Rating: 1100 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[t.kwiatkowski's solution](#)

**260.**

1382B

[Sequential Nim](#) · [Tutorial](#)

Quality: 26,095 global accepts · Rating: 1100 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, games  
[t.kwiatkowski's solution](#)

**261.**

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,843 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[t.kwiatkowski's solution](#)

**262.**

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,016 global accepts · Rating: 1100 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory  
[t.kwiatkowski's solution](#)

**263.**

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation  
[t.kwiatkowski's solution](#)

**264.**

1345B

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

Quality: 28,242 global accepts · Rating: 1100 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, math  
[t.kwiatkowski's solution](#)

**265.**

1335C

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

Quality: 38,972 global accepts · Rating: 1100 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[t.kwiatkowski's solution](#)

**266.**

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,622 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[t.kwiatkowski's solution](#)

**267.**

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[t.kwiatkowski's solution](#)

**268.**

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[t.kwiatkowski's solution](#)

**269.**

1327A

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

Quality: 45,739 global accepts · Rating: 1100 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[t.kwiatkowski's solution](#)

**270.**

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,518 global accepts · Rating: 1100 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

[t.kwiatkowski's solution](#)

**271.**

1324B

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

Quality: 30,795 global accepts · Rating: 1100 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[t.kwiatkowski's solution](#)

**272.**

1108B

[Divisors of Two Integers](#) · [Tutorial](#)

Quality: 25,195 global accepts · Rating: 1100 · first AC: 2019-04-01 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[t.kwiatkowski's solution](#)

**273.**

975B

[Mancala](#) · [Tutorial](#)

Quality: 7,110 global accepts · Rating: 1100 · first AC: 2018-05-03 · GNU C++11 (first AC) · Tags: brute force, implementation

[t.kwiatkowski's solution](#)

**274.**

2123D

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

Quality: 21,892 global accepts · Rating: 1200 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[t.kwiatkowski's solution](#)

**275.**

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,310 global accepts · Rating: 1200 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math  
[t.kwiatkowski's solution](#)

## 276.

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,625 global accepts · Rating: 1200 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[t.kwiatkowski's solution](#)

## 277.

2117C

[Cool Partition](#) · [Tutorial](#)

Quality: 21,069 global accepts · Rating: 1200 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[t.kwiatkowski's solution](#)

## 278.

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,125 global accepts · Rating: 1200 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, number theory

[t.kwiatkowski's solution](#)

## 279.

2091D

[Place of the Olympiad](#) · [Tutorial](#)

Quality: 23,499 global accepts · Rating: 1200 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[t.kwiatkowski's solution](#)

## 280.

2118B

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

Quality: 20,037 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[t.kwiatkowski's solution](#)

## 281.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,338 global accepts · Rating: 1200 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[t.kwiatkowski's solution](#)

## 282.

2085B

[Serval and Final MEX](#) · [Tutorial](#)

Quality: 17,102 global accepts · Rating: 1200 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[t.kwiatkowski's solution](#)

## 283.

2046A

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

Quality: 16,815 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[t.kwiatkowski's solution](#)

## 284.

2020B

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

Quality: 21,669 global accepts · Rating: 1200 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[t.kwiatkowski's solution](#)

## 285.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,822 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[t.kwiatkowski's solution](#)

**286.**

1951B

[Battle Cows](#) · [Tutorial](#)

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

[t.kwiatkowski's solution](#)

**287.**

1916C

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

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[t.kwiatkowski's solution](#)

**288.**

1294B

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

Quality: 22,923 global accepts · Rating: 1200 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[t.kwiatkowski's solution](#)

**289.**

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,659 global accepts · Rating: 1200 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[t.kwiatkowski's solution](#)

**290.**

1583B

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

Quality: 13,251 global accepts · Rating: 1200 · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, trees

[t.kwiatkowski's solution](#)

**291.**

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,498 global accepts · Rating: 1200 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, math

[t.kwiatkowski's solution](#)

**292.**

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,397 global accepts · Rating: 1200 · first AC: 2022-05-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[t.kwiatkowski's solution](#)

**293.**

1635C

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

Quality: 25,143 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[t.kwiatkowski's solution](#)

**294.**

776B

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

Quality: 25,733 global accepts · Rating: 1200 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory

[t.kwiatkowski's solution](#)

**295.**

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,659 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[t.kwiatkowski's solution](#)

**296.**

1586B

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

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

[t.kwiatkowski's solution](#)

**297.**

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,947 global accepts · Rating: 1200 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[t.kwiatkowski's solution](#)

**298.**

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,350 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings

[t.kwiatkowski's solution](#)

**299.**

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[t.kwiatkowski's solution](#)

**300.**

1581B

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

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math

[t.kwiatkowski's solution](#)

**301.**

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[t.kwiatkowski's solution](#)

**302.**

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,727 global accepts · Rating: 1200 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[t.kwiatkowski's solution](#)

**303.**

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

[t.kwiatkowski's solution](#)

**304.**

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

[t.kwiatkowski's solution](#)

**305.**

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,364 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

[t.kwiatkowski's solution](#)

**306.**

1362B

[Johnny and His Hobbies](#) · [Tutorial](#)

Quality: 21,045 global accepts · Rating: 1200 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[t.kwiatkowski's solution](#)

**307.**

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,402 global accepts · Rating: 1200 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[t.kwiatkowski's solution](#)

**308.**

1352B

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

Quality: 44,831 global accepts · Rating: 1200 · first AC: 2020-05-18 · last AC: 2020-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[t.kwiatkowski's solution](#)

**309.**

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,291 global accepts · Rating: 1200 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, two pointers

[t.kwiatkowski's solution](#)

**310.**

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,374 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[t.kwiatkowski's solution](#)

**311.**

1355A

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

Quality: 28,802 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[t.kwiatkowski's solution](#)

**312.**

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,085 global accepts · Rating: 1200 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[t.kwiatkowski's solution](#)

**313.**

1327B

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

Quality: 19,497 global accepts · Rating: 1200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[t.kwiatkowski's solution](#)

**314.**

1270B

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

Quality: 17,376 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[t.kwiatkowski's solution](#)

**315.**

1150C

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

Rating: 1200 · first AC: 2019-05-02 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[t.kwiatkowski's solution](#)

**316.**

999C

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

Quality: 20,993 global accepts · Rating: 1200 · first AC: 2019-01-29 · GNU C++11 (first AC) · Tags: implementation

[t.kwiatkowski's solution](#)

**317.**

989B

[A Tide of Riverscape](#) · [Tutorial](#)

Quality: 7,286 global accepts · Rating: 1200 · first AC: 2018-06-11 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[t.kwiatkowski's solution](#)

**318.**

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,338 global accepts · Rating: 1200 · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: sortings

[t.kwiatkowski's solution](#)

**319.**

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,310 global accepts · Rating: 1300 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[t.kwiatkowski's solution](#)

**320.**

2124C

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

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

[t.kwiatkowski's solution](#)

**321.**

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,741 global accepts · Rating: 1300 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[t.kwiatkowski's solution](#)

**322.**

2091E

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

Quality: 19,631 global accepts · Rating: 1300 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory, two pointers

[t.kwiatkowski's solution](#)

**323.**

2118C

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

Quality: 18,481 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, greedy, math

[t.kwiatkowski's solution](#)

**324.**

2116B

[Gellyfish and Baby's Breath](#) · [Tutorial](#)

Quality: 17,556 global accepts · Rating: 1300 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[t.kwiatkowski's solution](#)

**325.**

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[t.kwiatkowski's solution](#)

**326.**

2108B

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

Quality: 14,546 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms,

greedy, implementation, math

[t.kwiatkowski's solution](#)

**327.**

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[t.kwiatkowski's solution](#)

**328.**

2023A

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

Quality: 16,571 global accepts · Rating: 1300 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[t.kwiatkowski's solution](#)

**329.**

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[t.kwiatkowski's solution](#)

**330.**

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,039 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[t.kwiatkowski's solution](#)

**331.**

2022B

[Kar Salesman](#) · [Tutorial](#)

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

[t.kwiatkowski's solution](#)

**332.**

2021C1

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

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-06 · last AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[t.kwiatkowski's solution](#)

**333.**

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,483 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[t.kwiatkowski's solution](#)

**334.**

1948C

[Arrow Path](#) · [Tutorial](#)

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

[t.kwiatkowski's solution](#)

**335.**

1913C

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

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

[t.kwiatkowski's solution](#)

**336.**

1890C

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

Rating: 1300 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, two pointers

[t.kwiatkowski's solution](#)

**337.**

1902C

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

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[t.kwiatkowski's solution](#)

**338.**

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, number theory

[t.kwiatkowski's solution](#)

**339.**

1768C

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

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[t.kwiatkowski's solution](#)

**340.**

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,690 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[t.kwiatkowski's solution](#)

**341.**

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,279 global accepts · Rating: 1300 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

[t.kwiatkowski's solution](#)

**342.**

43C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 4,763 global accepts · Rating: 1300 · first AC: 2021-12-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[t.kwiatkowski's solution](#)

**343.**

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,848 global accepts · Rating: 1300 · first AC: 2019-03-23 · last AC: 2021-12-23 · GNU C++11 (first AC) · Tags: binary search, implementation, math, number theory

[t.kwiatkowski's solution](#)

**344.**

1591C

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

Rating: 1300 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[t.kwiatkowski's solution](#)

**345.**

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,816 global accepts · Rating: 1300 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[t.kwiatkowski's solution](#)

**346.**

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,349 global accepts · Rating: 1300 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, two pointers

[t.kwiatkowski's solution](#)

**347.**

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[t.kwiatkowski's solution](#)

**348.**

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,197 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[t.kwiatkowski's solution](#)

**349.**

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[t.kwiatkowski's solution](#)

**350.**

1556B

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

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[t.kwiatkowski's solution](#)

**351.**

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,931 global accepts · Rating: 1300 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[t.kwiatkowski's solution](#)

**352.**

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

[t.kwiatkowski's solution](#)

**353.**

1382C1

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

Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings

[t.kwiatkowski's solution](#)

**354.**

1372B

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

Quality: 36,401 global accepts · Rating: 1300 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[t.kwiatkowski's solution](#)

**355.**

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

[t.kwiatkowski's solution](#)

**356.**

1265B

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

Quality: 13,525 global accepts · Rating: 1300 · first AC: 2020-06-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, two pointers

[t.kwiatkowski's solution](#)

**357.**

1364B

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

Quality: 26,190 global accepts · Rating: 1300 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers  
[t.kwiatkowski's solution](#)

**358.**

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,847 global accepts · Rating: 1300 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[t.kwiatkowski's solution](#)

**359.**

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,465 global accepts · Rating: 1300 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[t.kwiatkowski's solution](#)

**360.**

1328B

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

Quality: 32,047 global accepts · Rating: 1300 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math  
[t.kwiatkowski's solution](#)

**361.**

1323C

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

Rating: 1300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[t.kwiatkowski's solution](#)

**362.**

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,420 global accepts · Rating: 1300 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation  
[t.kwiatkowski's solution](#)

**363.**

1152B

[Neko Performs Cat Furrier Transform](#) · [Tutorial](#)

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-04-25 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math  
[t.kwiatkowski's solution](#)

**364.**

1155C

[Alarm Clocks Everywhere](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1300 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: math, number theory  
[t.kwiatkowski's solution](#)

**365.**

976B

[Lara Croft and the New Game](#) · [Tutorial](#)

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2018-04-30 · GNU C++11 (first AC) · Tags: implementation, math  
[t.kwiatkowski's solution](#)

**366.**

2173C

[Kanade's Perfect Multiples](#) · [Tutorial](#)

Quality: 12,399 global accepts · Rating: 1400 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory  
[t.kwiatkowski's solution](#)

**367.**

2154C1

[No Cost Too Great \(Easy Version\) · Tutorial](#)

Quality: 13,549 global accepts · Rating: 1400 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory

[t.kwiatkowski's solution](#)

**368.**

2123E

[MEX Count · Tutorial](#)

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

[t.kwiatkowski's solution](#)

**369.**

2120C

[Divine Tree · Tutorial](#)

Quality: 12,598 global accepts · Rating: 1400 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees

[t.kwiatkowski's solution](#)

**370.**

2114E

[Kirei Attacks the Estate · Tutorial](#)

Quality: 14,009 global accepts · Rating: 1400 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[t.kwiatkowski's solution](#)

**371.**

2114D

[Come a Little Closer · Tutorial](#)

Quality: 14,644 global accepts · Rating: 1400 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[t.kwiatkowski's solution](#)

**372.**

2111D

[Creating a Schedule · Tutorial](#)

Quality: 11,992 global accepts · Rating: 1400 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[t.kwiatkowski's solution](#)

**373.**

2110C

[Racing · Tutorial](#)

Quality: 15,834 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[t.kwiatkowski's solution](#)

**374.**

2098C

[Sports Betting · Tutorial](#)

Rating: 1400 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[t.kwiatkowski's solution](#)

**375.**

2098B

[Sasha and the Apartment Purchase · Tutorial](#)

Quality: 7,887 global accepts · Rating: 1400 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings

[t.kwiatkowski's solution](#)

**376.**

2104D

[Array and GCD · Tutorial](#)

Quality: 13,232 global accepts · Rating: 1400 · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, number theory

[t.kwiatkowski's solution](#)

**377.**

2034C

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

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

[t.kwiatkowski's solution](#)

**378.**

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,177 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings, two pointers

[t.kwiatkowski's solution](#)

**379.**

2035C

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

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

[t.kwiatkowski's solution](#)

**380.**

2020C

[Bitwise Balancing](#) · [Tutorial](#)

Quality: 18,302 global accepts · Rating: 1400 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[t.kwiatkowski's solution](#)

**381.**

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[t.kwiatkowski's solution](#)

**382.**

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,673 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[t.kwiatkowski's solution](#)

**383.**

1919C

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

Quality: 28,592 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[t.kwiatkowski's solution](#)

**384.**

1905C

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

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

[t.kwiatkowski's solution](#)

**385.**

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,557 global accepts · Rating: 1400 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[t.kwiatkowski's solution](#)

**386.**

1901C

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

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

math

[t.kwiatkowski's solution](#)

**387.**

1004C

[Sonya and Robots](#) · [Tutorial](#)

Quality: 7,881 global accepts · Rating: 1400 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[t.kwiatkowski's solution](#)

**388.**

1805C

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

Quality: 14,179 global accepts · Rating: 1400 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, geometry, math

[t.kwiatkowski's solution](#)

**389.**

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2023-01-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[t.kwiatkowski's solution](#)

**390.**

296C

[Greg and Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-12-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation

[t.kwiatkowski's solution](#)

**391.**

1167C

[News Distribution](#) · [Tutorial](#)

Quality: 26,010 global accepts · Rating: 1400 · first AC: 2022-11-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

[t.kwiatkowski's solution](#)

**392.**

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,243 global accepts · Rating: 1400 · first AC: 2022-11-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[t.kwiatkowski's solution](#)

**393.**

1748B

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

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[t.kwiatkowski's solution](#)

**394.**

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[t.kwiatkowski's solution](#)

**395.**

1701C

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

Quality: 23,844 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[t.kwiatkowski's solution](#)

**396.**

1670C

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

Quality: 10,993 global accepts · Rating: 1400 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[t.kwiatkowski's solution](#)

**397.**

1215B

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

Quality: 18,355 global accepts · Rating: 1400 · first AC: 2022-04-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation

[t.kwiatkowski's solution](#)

**398.**

868B

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

Quality: 3,908 global accepts · Rating: 1400 · first AC: 2022-04-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[t.kwiatkowski's solution](#)

**399.**

1605C

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

Quality: 18,857 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, strings

[t.kwiatkowski's solution](#)

**400.**

279B

[Books](#) · [Tutorial](#)

Quality: 72,461 global accepts · Rating: 1400 · first AC: 2021-11-09 · last AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[t.kwiatkowski's solution](#)

**401.**

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[t.kwiatkowski's solution](#)

**402.**

1245C

[Constanze's Machine](#) · [Tutorial](#)

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: dp

[t.kwiatkowski's solution](#)

**403.**

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[t.kwiatkowski's solution](#)

**404.**

1515C

[Phoenix and Towers](#) · [Tutorial](#)

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[t.kwiatkowski's solution](#)

**405.**

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,472 global accepts · Rating: 1400 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[t.kwiatkowski's solution](#)

**406.**

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[t.kwiatkowski's solution](#)

**407.**

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,113 global accepts · Rating: 1400 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[t.kwiatkowski's solution](#)

**408.**

1393B

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

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[t.kwiatkowski's solution](#)

**409.**

1375C

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

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[t.kwiatkowski's solution](#)

**410.**

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,143 global accepts · Rating: 1400 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[t.kwiatkowski's solution](#)

**411.**

1365C

[Rotation Matching](#) · [Tutorial](#)

Quality: 24,984 global accepts · Rating: 1400 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[t.kwiatkowski's solution](#)

**412.**

1362C

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

Quality: 23,713 global accepts · Rating: 1400 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[t.kwiatkowski's solution](#)

**413.**

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,133 global accepts · Rating: 1400 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[t.kwiatkowski's solution](#)

**414.**

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

[t.kwiatkowski's solution](#)

**415.**

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[t.kwiatkowski's solution](#)

**416.**

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,468 global accepts · Rating: 1400 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[t.kwiatkowski's solution](#)

**417.**

1330B

[Dreamoon Likes Permutations](#) · [Tutorial](#)

Quality: 14,537 global accepts · Rating: 1400 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[t.kwiatkowski's solution](#)

**418.**

1332B

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

Quality: 18,956 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory  
[t.kwiatkowski's solution](#)

**419.**

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,100 global accepts · Rating: 1400 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers  
[t.kwiatkowski's solution](#)

**420.**

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math  
[t.kwiatkowski's solution](#)

**421.**

1279C

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

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation  
[t.kwiatkowski's solution](#)

**422.**

1144D

[Equalize Them All](#) · [Tutorial](#)

Quality: 10,839 global accepts · Rating: 1400 · first AC: 2019-04-09 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy  
[t.kwiatkowski's solution](#)

**423.**

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,601 global accepts · Rating: 1400 · first AC: 2019-02-16 · GNU C++11 (first AC) · Tags: greedy, sortings  
[t.kwiatkowski's solution](#)

**424.**

975C

[Valhalla Siege](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1400 · first AC: 2018-05-03 · GNU C++11 (first AC) · Tags: binary search  
[t.kwiatkowski's solution](#)

**425.**

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,031 global accepts · Rating: 1500 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers  
[t.kwiatkowski's solution](#)

**426.**

2116C

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

Rating: 1500 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory, shortest paths  
[t.kwiatkowski's solution](#)

**427.**

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,311 global accepts · Rating: 1500 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[t.kwiatkowski's solution](#)

**428.**

2109C1

[Hacking Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[t.kwiatkowski's solution](#)

**429.**

2107C

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

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

[t.kwiatkowski's solution](#)

**430.**

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,687 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[t.kwiatkowski's solution](#)

**431.**

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,643 global accepts · Rating: 1500 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[t.kwiatkowski's solution](#)

**432.**

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,633 global accepts · Rating: 1500 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[t.kwiatkowski's solution](#)

**433.**

1924A

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

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[t.kwiatkowski's solution](#)

**434.**

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,471 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[t.kwiatkowski's solution](#)

**435.**

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,982 global accepts · Rating: 1500 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[t.kwiatkowski's solution](#)

**436.**

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1500 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[t.kwiatkowski's solution](#)

**437.**

982C

[Cut 'em all!](#) · [Tutorial](#)

Quality: 15,864 global accepts · Rating: 1500 · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[t.kwiatkowski's solution](#)

**438.**

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,998 global accepts · Rating: 1500 · first AC: 2022-10-08 · C++17 (GCC 9-64) (first AC) · Tags: dp

[t.kwiatkowski's solution](#)

**439.**

1133D

[Zero Quantity Maximization](#) · [Tutorial](#)

Quality: 16,459 global accepts · Rating: 1500 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory

[t.kwiatkowski's solution](#)

**440.**

354A

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,658 global accepts · Rating: 1500 · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[t.kwiatkowski's solution](#)

**441.**

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,019 global accepts · Rating: 1500 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[t.kwiatkowski's solution](#)

**442.**

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,898 global accepts · Rating: 1500 · first AC: 2022-04-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, two pointers

[t.kwiatkowski's solution](#)

**443.**

868C

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

Quality: 5,026 global accepts · Rating: 1500 · first AC: 2022-04-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[t.kwiatkowski's solution](#)

**444.**

771A

[Bear and Friendship Condition](#) · [Tutorial](#)

Quality: 17,734 global accepts · Rating: 1500 · first AC: 2022-01-26 · last AC: 2022-01-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

[t.kwiatkowski's solution](#)

**445.**

977E

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

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2022-01-12 · last AC: 2022-01-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

[t.kwiatkowski's solution](#)

**446.**

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, implementation, math

[t.kwiatkowski's solution](#)

**447.**

1391C

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

Quality: 16,028 global accepts · Rating: 1500 · first AC: 2021-12-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, math

[t.kwiatkowski's solution](#)

**448.**

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[t.kwiatkowski's solution](#)

**449.**

676B

[Pyramid of Glasses](#) · [Tutorial](#)

Quality: 5,835 global accepts · Rating: 1500 · first AC: 2021-10-06 · last AC: 2021-10-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[t.kwiatkowski's solution](#)

**450.**

1542B

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

Quality: 26,543 global accepts · Rating: 1500 · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[t.kwiatkowski's solution](#)

**451.**

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[t.kwiatkowski's solution](#)

**452.**

1515D

[Phoenix and Socks](#) · [Tutorial](#)

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[t.kwiatkowski's solution](#)

**453.**

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,538 global accepts · Rating: 1500 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[t.kwiatkowski's solution](#)

**454.**

1484B

[Restore Modulo](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[t.kwiatkowski's solution](#)

**455.**

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

[t.kwiatkowski's solution](#)

**456.**

566F

[Clique in the Divisibility Graph](#) · [Tutorial](#)

Quality: 4,301 global accepts · Rating: 1500 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[t.kwiatkowski's solution](#)

**457.**

1404A

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

Quality: 19,394 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[t.kwiatkowski's solution](#)

**458.**

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,032 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[t.kwiatkowski's solution](#)

**459.**

1368B

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

Quality: 21,442 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings  
[t.kwiatkowski's solution](#)

**460.**

1265C

[Beautiful Regional Contest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-06-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[t.kwiatkowski's solution](#)

**461.**

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,864 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings  
[t.kwiatkowski's solution](#)

**462.**

1325C

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

Quality: 17,159 global accepts · Rating: 1500 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees  
[t.kwiatkowski's solution](#)

**463.**

1323B

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

Quality: 11,770 global accepts · Rating: 1500 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation  
[t.kwiatkowski's solution](#)

**464.**

1269B

[Modulo Equality](#) · [Tutorial](#)

Quality: 9,616 global accepts · Rating: 1500 · first AC: 2019-12-21 · GNU C++11 (first AC) · Tags: brute force, sortings  
[t.kwiatkowski's solution](#)

**465.**

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,644 global accepts · Rating: 1500 · first AC: 2018-04-30 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings  
[t.kwiatkowski's solution](#)

**466.**

1151D

[Stas and the Queue at the Buffet](#) · [Tutorial](#)

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings  
[t.kwiatkowski's solution](#)

**467.**

2125D

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

Quality: 9,276 global accepts · Rating: 1600 · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities  
[t.kwiatkowski's solution](#)

**468.**

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1600 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, sortings  
[t.kwiatkowski's solution](#)

**469.**

2117E

[Lost Soul](#) · [Tutorial](#)

Quality: 11,859 global accepts · Rating: 1600 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy  
[t.kwiatkowski's solution](#)

**470.**

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,564 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy  
[t.kwiatkowski's solution](#)

**471.**

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees  
[t.kwiatkowski's solution](#)

**472.**

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,965 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp  
[t.kwiatkowski's solution](#)

**473.**

2061D

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

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures  
[t.kwiatkowski's solution](#)

**474.**

2046B

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

Quality: 10,870 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings  
[t.kwiatkowski's solution](#)

**475.**

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings  
[t.kwiatkowski's solution](#)

**476.**

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,505 global accepts · Rating: 1600 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[t.kwiatkowski's solution](#)

**477.**

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy,

implementation, math

[t.kwiatkowski's solution](#)

**478.**

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,643 global accepts · Rating: 1600 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[t.kwiatkowski's solution](#)

**479.**

1514C

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

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[t.kwiatkowski's solution](#)

**480.**

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,625 global accepts · Rating: 1600 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[t.kwiatkowski's solution](#)

**481.**

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1600 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, number theory

[t.kwiatkowski's solution](#)

**482.**

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,173 global accepts · Rating: 1600 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, sortings

[t.kwiatkowski's solution](#)

**483.**

1015D

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**484.**

1829G

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**485.**

1782C

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**486.**

1775C

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**487.**

782B

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**488.**

1748C

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**489.**

1045I

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**490.**

1671D

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**491.**

1678C

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**492.**

1398C

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**493.**

1622C

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**494.**

780B

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**495.**

231C

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**496.**

1610C

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**497.**

1612D

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**498.**

1603B

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1582D

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**500.**

1542C

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**501.**

1566D2

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**502.**

1519D

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**503.**

1504C

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**504.**

1484C

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**505.**

1396A

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**506.**

1371D

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**507.**

1364C

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**508.**

1363C

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**509.**

1345C

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**510.**

1337C

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Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

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**511.**

1334C

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**512.**

346A

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**513.**

2163B

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**514.**

2159A

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**515.**

2122C

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**516.**

2096C

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**517.**

2123F

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**518.**

2124D

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**519.**

2112D

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**520.**

2113C

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**521.**

2118D1

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**522.**

1562D1

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**523.**

2110D

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**524.**

2104E

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**525.**

2109C2

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**526.**

2018C

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**527.**

1948D

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**528.**

1916D

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**529.**

1901D

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**530.**

1814B

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**531.**

1765D

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**532.**

1041D

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**533.**

1051D

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**534.**

1066E

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**535.**

1061C

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**536.**

1093D

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1102E

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**538.**

1114C

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**539.**

1148C

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**540.**

1699C

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1672D

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**542.**

1661C

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**543.**

1209D

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567D

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**545.**

1586C

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**546.**

1594D

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**547.**

1592C

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**548.**

1557C

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**549.**

1516C

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**550.**

1504D

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**551.**

1393C

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**552.**

1382C2

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Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings

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**553.**

1368D

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1365D

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**555.**

1362D

[Johnny and Contribution](#) · [Tutorial](#)

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**556.**

582A

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**557.**

1337D

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Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, sortings

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**558.**

1333C

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**559.**

1269C

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Rating: 1700 · first AC: 2019-12-21 · GNU C++11 (first AC) · Tags: greedy, implementation

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**560.**

1278C

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**561.**

339D

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Quality: 32,559 global accepts · Rating: 1700 · first AC: 2019-05-03 · GNU C++11 (first AC) · Tags: data structures, trees

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**562.**

960C

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Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-04-12 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

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**563.**

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

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**564.**

2121F

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**565.**

2117F

[Wildflower](#) · [Tutorial](#)

Quality: 5,930 global accepts · Rating: 1800 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, trees

[t.kwiatkowski's solution](#)

**566.**

2091F

[Igor and Mountain](#) · [Tutorial](#)

Quality: 6,160 global accepts · Rating: 1800 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp

[t.kwiatkowski's solution](#)

**567.**

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,837 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

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**568.**

161D

[Distance in Tree](#) · [Tutorial](#)

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**569.**

2032D

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Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers  
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**570.**

2035D

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Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math  
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**571.**

2025D

[Attribute Checks](#) · [Tutorial](#)

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**572.**

2022C

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**573.**

1974E

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Quality: 11,323 global accepts · Rating: 1800 · first AC: 2024-10-13 · last AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: dp  
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**574.**

2020D

[Connect the Dots](#) · [Tutorial](#)

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[t.kwiatkowski's solution](#)

**575.**

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,206 global accepts · Rating: 1800 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp  
[t.kwiatkowski's solution](#)

**576.**

1904D2

[Set To Max \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1800 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings  
[t.kwiatkowski's solution](#)

**577.**

1907F

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

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[t.kwiatkowski's solution](#)

**578.**

1833G

[Ksyusha and Chinchilla](#) · [Tutorial](#)

Quality: 6,392 global accepts · Rating: 1800 · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees

[t.kwiatkowski's solution](#)

**579.**

1782D

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

Rating: 1800 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[t.kwiatkowski's solution](#)

**580.**

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-01-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[t.kwiatkowski's solution](#)

**581.**

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1800 · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[t.kwiatkowski's solution](#)

**582.**

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,759 global accepts · Rating: 1800 · first AC: 2022-09-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[t.kwiatkowski's solution](#)

**583.**

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,157 global accepts · Rating: 1800 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[t.kwiatkowski's solution](#)

**584.**

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[t.kwiatkowski's solution](#)

**585.**

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy

[t.kwiatkowski's solution](#)

**586.**

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[t.kwiatkowski's solution](#)

**587.**

1442A

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

Quality: 9,721 global accepts · Rating: 1800 · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[t.kwiatkowski's solution](#)

**588.**

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[t.kwiatkowski's solution](#)

**589.**

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[t.kwiatkowski's solution](#)

**590.**

1324F

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

Quality: 13,072 global accepts · Rating: 1800 · first AC: 2020-11-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[t.kwiatkowski's solution](#)

**591.**

220B

[Little Elephant and Array](#) · [Tutorial](#)

Quality: 12,891 global accepts · Rating: 1800 · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[t.kwiatkowski's solution](#)

**592.**

1382D

[Unmerge](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[t.kwiatkowski's solution](#)

**593.**

1367D

[Task On The Board](#) · [Tutorial](#)

Quality: 8,815 global accepts · Rating: 1800 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[t.kwiatkowski's solution](#)

**594.**

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · last AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[t.kwiatkowski's solution](#)

**595.**

1330C

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[t.kwiatkowski's solution](#)

**596.**

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,526 global accepts · Rating: 1800 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[t.kwiatkowski's solution](#)

**597.**

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[t.kwiatkowski's solution](#)

**598.**

947C

[Perfect Security](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings, trees

[t.kwiatkowski's solution](#)

**599.**

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,445 global accepts · Rating: 1800 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[t.kwiatkowski's solution](#)

**600.**

989C

[A Mist of Florescence](#) · [Tutorial](#)

Quality: 4,034 global accepts · Rating: 1800 · first AC: 2018-06-12 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[t.kwiatkowski's solution](#)

**601.**

2173D

[Taiga's Carry Chains](#) · [Tutorial](#)

Quality: 3,642 global accepts · Rating: 1900 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[t.kwiatkowski's solution](#)

**602.**

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[t.kwiatkowski's solution](#)

**603.**

2121G

[Gangsta](#) · [Tutorial](#)

Quality: 5,366 global accepts · Rating: 1900 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, sortings

[t.kwiatkowski's solution](#)

**604.**

2117G

[Omg Graph](#) · [Tutorial](#)

Quality: 5,147 global accepts · Rating: 1900 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings

[t.kwiatkowski's solution](#)

**605.**

2111E

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

Quality: 5,408 global accepts · Rating: 1900 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings

[t.kwiatkowski's solution](#)

**606.**

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,623 global accepts · Rating: 1900 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[t.kwiatkowski's solution](#)

**607.**

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,023 global accepts · Rating: 1900 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[t.kwiatkowski's solution](#)

**608.**

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,855 global accepts · Rating: 1900 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, math

[t.kwiatkowski's solution](#)

**609.**

2021C2

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

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[t.kwiatkowski's solution](#)

**610.**

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

[t.kwiatkowski's solution](#)

**611.**

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[t.kwiatkowski's solution](#)

**612.**

1918D

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

Quality: 6,195 global accepts · Rating: 1900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[t.kwiatkowski's solution](#)

**613.**

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,993 global accepts · Rating: 1900 · first AC: 2023-12-14 · last AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[t.kwiatkowski's solution](#)

**614.**

1912D

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

Quality: 1,981 global accepts · Rating: 1900 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: math

[t.kwiatkowski's solution](#)

**615.**

463D

[Gargari and Permutations](#) · [Tutorial](#)

Quality: 7,298 global accepts · Rating: 1900 · first AC: 2023-02-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[t.kwiatkowski's solution](#)

**616.**

463C

[Gargari and Bishops](#) · [Tutorial](#)

Quality: 9,185 global accepts · Rating: 1900 · first AC: 2023-02-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, hashing, implementation

[t.kwiatkowski's solution](#)

**617.**

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2023-02-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, probabilities

[t.kwiatkowski's solution](#)

**618.**

1353E

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

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy  
[t.kwiatkowski's solution](#)

**619.**

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,179 global accepts · Rating: 1900 · first AC: 2023-02-09 · last AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures  
[t.kwiatkowski's solution](#)

**620.**

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1900 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, strings  
[t.kwiatkowski's solution](#)

**621.**

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers  
[t.kwiatkowski's solution](#)

**622.**

1208D

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

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation  
[t.kwiatkowski's solution](#)

**623.**

1000D

[Yet Another Problem On a Subsequence](#) · [Tutorial](#)

Quality: 5,045 global accepts · Rating: 1900 · first AC: 2023-02-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp  
[t.kwiatkowski's solution](#)

**624.**

1031D

[Minimum path](#) · [Tutorial](#)

Quality: 2,985 global accepts · Rating: 1900 · first AC: 2023-02-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
[t.kwiatkowski's solution](#)

**625.**

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2023-01-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms  
[t.kwiatkowski's solution](#)

**626.**

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,900 global accepts · Rating: 1900 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, dsu  
[t.kwiatkowski's solution](#)

**627.**

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,178 global accepts · Rating: 1900 · first AC: 2022-11-04 · last AC: 2022-11-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees  
[t.kwiatkowski's solution](#)

**628.**

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[t.kwiatkowski's solution](#)

**629.**

1673D

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

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[t.kwiatkowski's solution](#)

**630.**

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1900 · first AC: 2022-04-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[t.kwiatkowski's solution](#)

**631.**

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-04-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[t.kwiatkowski's solution](#)

**632.**

1661D

[Progressions Covering](#) · [Tutorial](#)

Quality: 5,398 global accepts · Rating: 1900 · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[t.kwiatkowski's solution](#)

**633.**

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

Quality: 9,605 global accepts · Rating: 1900 · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[t.kwiatkowski's solution](#)

**634.**

1569D

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

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[t.kwiatkowski's solution](#)

**635.**

228E

[The Road to Berland is Paved With Good Intentions](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1900 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[t.kwiatkowski's solution](#)

**636.**

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[t.kwiatkowski's solution](#)

**637.**

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[t.kwiatkowski's solution](#)

**638.**

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1900 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees  
[t.kwiatkowski's solution](#)

**639.**

1365E

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

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms  
[t.kwiatkowski's solution](#)

**640.**

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[t.kwiatkowski's solution](#)

**641.**

1358D

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

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers  
[t.kwiatkowski's solution](#)

**642.**

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,723 global accepts · Rating: 1900 · first AC: 2020-03-26 · last AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees  
[t.kwiatkowski's solution](#)

**643.**

2154C2

[No Cost Too Great \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory  
[t.kwiatkowski's solution](#)

**644.**

2096D

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

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math  
[t.kwiatkowski's solution](#)

**645.**

2103D

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

Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers  
[t.kwiatkowski's solution](#)

**646.**

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,506 global accepts · Rating: 2000 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings  
[t.kwiatkowski's solution](#)

**647.**

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,311 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, greedy  
[t.kwiatkowski's solution](#)

**648.**

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[t.kwiatkowski's solution](#)

**649.**

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[t.kwiatkowski's solution](#)

**650.**

1142B

[Lynyrd Skynyrd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[t.kwiatkowski's solution](#)

**651.**

1951E

[No Palindromes](#) · [Tutorial](#)

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

[t.kwiatkowski's solution](#)

**652.**

1951D

[Buying Jewels](#) · [Tutorial](#)

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

[t.kwiatkowski's solution](#)

**653.**

1943B

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

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

[t.kwiatkowski's solution](#)

**654.**

1905D

[Cyclic MEX](#) · [Tutorial](#)

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

[t.kwiatkowski's solution](#)

**655.**

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[t.kwiatkowski's solution](#)

**656.**

514D

[R2D2 and Droid Army](#) · [Tutorial](#)

Quality: 5,364 global accepts · Rating: 2000 · first AC: 2023-02-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers

[t.kwiatkowski's solution](#)

**657.**

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[t.kwiatkowski's solution](#)

**658.**

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2022-04-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[t.kwiatkowski's solution](#)

**659.**

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, two pointers

[t.kwiatkowski's solution](#)

**660.**

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms

[t.kwiatkowski's solution](#)

**661.**

1582E

[Pchelyonok and Segments](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[t.kwiatkowski's solution](#)

**662.**

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[t.kwiatkowski's solution](#)

**663.**

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[t.kwiatkowski's solution](#)

**664.**

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,220 global accepts · Rating: 2000 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[t.kwiatkowski's solution](#)

**665.**

461B

[Appleman and Tree](#) · [Tutorial](#)

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2021-01-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[t.kwiatkowski's solution](#)

**666.**

1391D

[505](#) · [Tutorial](#)

Quality: 5,771 global accepts · Rating: 2000 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[t.kwiatkowski's solution](#)

**667.**

1370D

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

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[t.kwiatkowski's solution](#)

**668.**

1359D

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

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[t.kwiatkowski's solution](#)

**669.**

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 2000 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[t.kwiatkowski's solution](#)

**670.**

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[t.kwiatkowski's solution](#)

**671.**

1345D

[Monopole Magnets](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[t.kwiatkowski's solution](#)

**672.**

2163D1

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

Quality: 2,731 global accepts · Rating: 2100 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive

[t.kwiatkowski's solution](#)

**673.**

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[t.kwiatkowski's solution](#)

**674.**

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings

[t.kwiatkowski's solution](#)

**675.**

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,474 global accepts · Rating: 2100 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[t.kwiatkowski's solution](#)

**676.**

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,828 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[t.kwiatkowski's solution](#)

**677.**

2116D

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

Rating: 2100 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[t.kwiatkowski's solution](#)

**678.**

2107D

[Apple Tree Traversing](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 2100 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

[t.kwiatkowski's solution](#)

**679.**

2046C

[Adventurers](#) · [Tutorial](#)

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

[t.kwiatkowski's solution](#)

**680.**

1948E

[Clique Partition](#) · [Tutorial](#)

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

[t.kwiatkowski's solution](#)

**681.**

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings

[t.kwiatkowski's solution](#)

**682.**

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[t.kwiatkowski's solution](#)

**683.**

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2100 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, math

[t.kwiatkowski's solution](#)

**684.**

1216F

[Wi-Fi](#) · [Tutorial](#)

Quality: 3,102 global accepts · Rating: 2100 · first AC: 2023-02-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[t.kwiatkowski's solution](#)

**685.**

354C

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, number theory

[t.kwiatkowski's solution](#)

**686.**

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[t.kwiatkowski's solution](#)

**687.**

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,531 global accepts · Rating: 2100 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, trees, two pointers

[t.kwiatkowski's solution](#)

**688.**

1039B

[Subway Pursuit](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2100 · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, probabilities  
[t.kwiatkowski's solution](#)

**689.**

630P

[Area of a Star](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2100 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math  
[t.kwiatkowski's solution](#)

**690.**

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy  
[t.kwiatkowski's solution](#)

**691.**

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees  
[t.kwiatkowski's solution](#)

**692.**

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,121 global accepts · Rating: 2100 · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings  
[t.kwiatkowski's solution](#)

**693.**

1393D

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

Quality: 4,193 global accepts · Rating: 2100 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths  
[t.kwiatkowski's solution](#)

**694.**

1333D

[Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings  
[t.kwiatkowski's solution](#)

**695.**

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings  
[t.kwiatkowski's solution](#)

**696.**

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2021-05-20 · last AC: 2025-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings  
[t.kwiatkowski's solution](#)

**697.**

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers  
[t.kwiatkowski's solution](#)

**698.**

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[t.kwiatkowski's solution](#)

**699.**

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2200 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

[t.kwiatkowski's solution](#)

**700.**

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[t.kwiatkowski's solution](#)

**701.**

2118D2

[Red Light, Green Light \(Hard version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2200 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[t.kwiatkowski's solution](#)

**702.**

1562D2

[Two Hundred Twenty One \(hard version\)](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math

[t.kwiatkowski's solution](#)

**703.**

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,274 global accepts · Rating: 2200 · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[t.kwiatkowski's solution](#)

**704.**

2108D

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

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, interactive

[t.kwiatkowski's solution](#)

**705.**

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[t.kwiatkowski's solution](#)

**706.**

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2200 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory

[t.kwiatkowski's solution](#)

**707.**

1918E

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

Quality: 2,065 global accepts · Rating: 2200 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and

conquer, implementation, interactive, probabilities, sortings

[t.kwiatkowski's solution](#)

**708.**

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2200 · first AC: 2023-12-14 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, math

[t.kwiatkowski's solution](#)

**709.**

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[t.kwiatkowski's solution](#)

**710.**

1901E

[Compressed Tree](#) · [Tutorial](#)

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

[t.kwiatkowski's solution](#)

**711.**

354E

[Lucky Number Representation](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2200 · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[t.kwiatkowski's solution](#)

**712.**

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-04-18 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[t.kwiatkowski's solution](#)

**713.**

868D

[Huge Strings](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2200 · first AC: 2022-04-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, strings

[t.kwiatkowski's solution](#)

**714.**

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2021-12-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[t.kwiatkowski's solution](#)

**715.**

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,003 global accepts · Rating: 2200 · first AC: 2021-09-19 · last AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[t.kwiatkowski's solution](#)

**716.**

1567E

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

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math

[t.kwiatkowski's solution](#)

**717.**

617E

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

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2021-01-19 · last AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[t.kwiatkowski's solution](#)

**718.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,880 global accepts · Rating: 2200 · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers  
[t.kwiatkowski's solution](#)

**719.**

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,252 global accepts · Rating: 2200 · first AC: 2019-04-07 · GNU C++11 (first AC) · Tags: data structures  
[t.kwiatkowski's solution](#)

**720.**

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2021-10-11 · last AC: 2026-03-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths  
[t.kwiatkowski's solution](#)

**721.**

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graph matchings, math  
[t.kwiatkowski's solution](#)

**722.**

2124F1

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

Quality: 1,572 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp  
[t.kwiatkowski's solution](#)

**723.**

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2025-04-10 · last AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices, number theory, two pointers  
[t.kwiatkowski's solution](#)

**724.**

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,243 global accepts · Rating: 2300 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings  
[t.kwiatkowski's solution](#)

**725.**

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2300 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths  
[t.kwiatkowski's solution](#)

**726.**

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2300 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation  
[t.kwiatkowski's solution](#)

**727.**

2098D

[Baggage Claim](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, math  
[t.kwiatkowski's solution](#)

**728.**

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, greedy  
[t.kwiatkowski's solution](#)

**729.**

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees  
[t.kwiatkowski's solution](#)

**730.**

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-29 · last AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search  
[t.kwiatkowski's solution](#)

**731.**

748F

[Santa Clauses and a Soccer Championship](#) · [Tutorial](#)

Quality: 717 global accepts · Rating: 2300 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees  
[t.kwiatkowski's solution](#)

**732.**

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees  
[t.kwiatkowski's solution](#)

**733.**

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2300 · first AC: 2020-11-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees  
[t.kwiatkowski's solution](#)

**734.**

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 2300 · first AC: 2020-06-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings  
[t.kwiatkowski's solution](#)

**735.**

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,428 global accepts · Rating: 2400 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math  
[t.kwiatkowski's solution](#)

**736.**

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[t.kwiatkowski's solution](#)

**737.**

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[t.kwiatkowski's solution](#)

**738.**

2098E

[Bermuda Triangle](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, geometry, number theory

[t.kwiatkowski's solution](#)

**739.**

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, strings

[t.kwiatkowski's solution](#)

**740.**

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 2400 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees

[t.kwiatkowski's solution](#)

**741.**

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[t.kwiatkowski's solution](#)

**742.**

525D

[Arthur and Walls](#) · [Tutorial](#)

Quality: 1,999 global accepts · Rating: 2400 · first AC: 2022-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, shortest paths

[t.kwiatkowski's solution](#)

**743.**

2117H

[Incessant Rain](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, sortings

[t.kwiatkowski's solution](#)

**744.**

2101D

[Mani and Segments](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[t.kwiatkowski's solution](#)

**745.**

1387B2

[Village \(Maximum\)](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: \*special, dfs and similar, trees

[t.kwiatkowski's solution](#)

**746.**

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,016 global accepts · Rating: 2500 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[t.kwiatkowski's solution](#)

**747.**

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation  
[t.kwiatkowski's solution](#)

**748.**

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings  
[t.kwiatkowski's solution](#)

**749.**

1661E

[Narrow Components](#) · [Tutorial](#)

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees  
[t.kwiatkowski's solution](#)

**750.**

333E

[Summer Earnings](#) · [Tutorial](#)

Quality: 1,249 global accepts · Rating: 2500 · first AC: 2021-05-06 · last AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, geometry, sortings  
[t.kwiatkowski's solution](#)

**751.**

55E

[Very simple problem](#) · [Tutorial](#)

Quality: 821 global accepts · Rating: 2500 · first AC: 2021-05-04 · last AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: geometry, two pointers  
[t.kwiatkowski's solution](#)

**752.**

2173F

[Isla's Memory Thresholds](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2600 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, math  
[t.kwiatkowski's solution](#)

**753.**

2109C3

[Hacking Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory  
[t.kwiatkowski's solution](#)

**754.**

2104F

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

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math  
[t.kwiatkowski's solution](#)

**755.**

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 889 global accepts · Rating: 2600 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees  
[t.kwiatkowski's solution](#)

**756.**

2107E

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

Quality: 935 global accepts · Rating: 2600 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees

[t.kwiatkowski's solution](#)

**757.**

2104G

[Modulo 3](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[t.kwiatkowski's solution](#)

**758.**

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,190 global accepts · Rating: 2700 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat

[t.kwiatkowski's solution](#)

**759.**

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[t.kwiatkowski's solution](#)

**760.**

2098F

[Homework](#) · [Tutorial](#)

Rating: 2800 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[t.kwiatkowski's solution](#)

**761.**

633G

[Yash And Trees](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2800 · first AC: 2021-12-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, math, number theory

[t.kwiatkowski's solution](#)

**762.**

2111G

[Divisible Subarrays](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2900 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, interactive

[t.kwiatkowski's solution](#)

**763.**

102428C

[Cut Inequality Down](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[t.kwiatkowski's solution](#)

**764.**

102428F

[Fabricating Sculptures](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[t.kwiatkowski's solution](#)

**765.**

102428G

[Gluing Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[t.kwiatkowski's solution](#)

**766.**

102428K

[Know your Aliens](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[t.kwiatkowski's solution](#)

**767.**

102428L

[Leverage MDT](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[t.kwiatkowski's solution](#)

**768.**

102428I

[Improve SPAM](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[t.kwiatkowski's solution](#)

**769.**

102428E

[Eggfruit Cake](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[t.kwiatkowski's solution](#)

**770.**

102428M

[Mountain Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[t.kwiatkowski's solution](#)

**771.**

104925I

[Rebellious Edge](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[t.kwiatkowski's solution](#)

**772.**

104925B

[Binary Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[t.kwiatkowski's solution](#)

**773.**

104925E

[Freshman's Dream](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[t.kwiatkowski's solution](#)

**774.**

105930K

[Path Planning 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[t.kwiatkowski's solution](#)

**775.**

105930C

[Bracket Integer](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[t.kwiatkowski's solution](#)

**776.**

105930I

[Square Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[t.kwiatkowski's solution](#)

**777.**

105930F

[ACE String](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[t.kwiatkowski's solution](#)

**778.**

105930H

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

Rating: — · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**779.**

105930G

[Assembly Line](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**780.**

105930E

[Greatest Common Divisor](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**781.**

105930A

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

Rating: — · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**782.**

105930D

[Distributed System](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**783.**

105930L

[Stella](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**784.**

105446E

[Eradication Sort](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**785.**

105446I

[Inconsistent Patterns](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**786.**

105446D

[Drone Control](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**787.**

105446L

[Leg Day](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**788.**

105446G

[Word Search](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**789.**

105446F

[Finding Suspicious Proteins](#) · Tutorial

Rating: — · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**790.**

105446K

[Knitting](#) · Tutorial

Rating: — · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**791.**

105446A

[Amalgram](#) · Tutorial

Rating: — · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**792.**

105789I

[Infinite Arrays](#) · Tutorial

Rating: — · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**793.**

105789K

[Keep Fighting](#) · Tutorial

Rating: — · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**794.**

105789G

[Game of Pieces](#) · Tutorial

Rating: — · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**795.**

105789D

[Dangerous City](#) · Tutorial

Rating: — · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**796.**

105789A

[Ananna](#) · Tutorial

Rating: — · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**797.**

105789L

[LED Counter](#) · Tutorial

Rating: — · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**798.**

105789C

[Coatless in Yakutsk](#) · Tutorial

Rating: — · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**799.**

104772C

[Colorful Village](#) · Tutorial

Rating: — · first AC: 2023-11-09 · last AC: 2025-04-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**800.**

104849G

[Remodeling the Dungeon](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**801.**

104849B

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

Rating: — · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**802.**

104849E

[Incredibly Cute Penguin Chicks](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**803.**

104849A

[Hasty Santa Claus](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**804.**

105677E

[Building the Fort](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**805.**

105677B

[Divine Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**806.**

105677G

[Guess How the Ballet Will End](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**807.**

105677I

[Divination](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**808.**

105677D

[Temple Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**809.**

105677M

[Ook? Ook!](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**810.**

105677H

[The king of SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**811.**

105505G

[Grand Glory Race](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**812.**

105505D

[Diverse T-Shirts](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**813.**

105505E

[Evereth Expedition](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**814.**

105505J

[Jigsaw of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**815.**

105505K

[Kool Strings](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**816.**

105505F

[Finding Privacy](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**817.**

105505A

[Append and Panic!](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**818.**

105633C

[Omnes Viae Yokohamam Ducunt?](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**819.**

105633K

[Scheduling Two Meetings](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**820.**

105633I

[Greatest of the Greatest Common Divisors](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**821.**

105633E

[E-Circuit Is Now on Sale!](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**822.**

105633B

[The Sparsest Number in Between](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**823.**

105633A

[Ribbon on the Christmas Present](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**824.**

105222E

[L-Covering Checker](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**825.**

105222H

[GG and YY's Stone Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**826.**

105222L

[Beef Tripe in Soup Pot?](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**827.**

105385E

[Sensors](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**828.**

105385M

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

Rating: — · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**829.**

105492H

[Horse Habitat](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**830.**

105492B

[Buggy Blinkers](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**831.**

105492M

[Museum Visit](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**832.**

105492I

[Interrail Pass](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**833.**

105492F

[Failing Factory](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**834.**

105492C

[Concurrent Contests](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**835.**

105492G

[Grocery Greed](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**836.**

105492E

[Extraterrestrial Exploration](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**837.**

105492K

[Karaoke Compression](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**838.**

105492A

[``Aaawww...'' or ``Aaayyy!!!!''](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**839.**

105492J

[Jumbled Scoreboards](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**840.**

105385H

[Stop the Castle](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**841.**

105385D

[Hero of the Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**842.**

105385K

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**843.**

105385C

[Colorful Segments 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**844.**

105385J

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

Rating: — · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**845.**

105385A

[Printer](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**846.**

105385F

[Divide the Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**847.**

105385I

[Left Shifting](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**848.**

105535D

[Desired Distance](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-01 · last AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**849.**

105535C

[Confusion](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**850.**

105535I

[Imperial Decree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**851.**

105535G

[Gorgeous Summation](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**852.**

105535J

[Jolly Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**853.**

105535B

[Byte Pair Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**854.**

105535E

[Enter the Museum](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**855.**

105535K

[Know Your Duration of Stay](#) · Tutorial

Rating: — · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**856.**

105535A

[Arithmetics and That's It](#) · Tutorial

Rating: — · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**857.**

105535L

[Late Autumn Set of Cards](#) · Tutorial

Rating: — · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**858.**

105535H

[Huh? Oh, Yes, Welcome to the Contest!](#) · Tutorial

Rating: — · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**859.**

105537H

[Hanoi Towers Reloaded](#) · Tutorial

Rating: — · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**860.**

105537J

[Just Half is Enough](#) · Tutorial

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**861.**

105537K

[Keyboard Chaos](#) · Tutorial

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**862.**

105537I

[If I Could Turn Back Time](#) · Tutorial

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**863.**

105537F

[False Alarm](#) · Tutorial

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**864.**

105537A

[Another Brick in the Wall](#) · Tutorial

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**865.**

105386F

[Collect the Coins](#) · Tutorial

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**866.**

105386K

[Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[t.kwiatkowski's solution](#)

**867.**

105386H

[Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · last AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[t.kwiatkowski's solution](#)

**868.**

105386L

[Trails](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[t.kwiatkowski's solution](#)

**869.**

105386J

[The Quest for El Dorado](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[t.kwiatkowski's solution](#)

**870.**

105386E

[Relearn through Review](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[t.kwiatkowski's solution](#)

**871.**

105386M

[Italian Cuisine](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[t.kwiatkowski's solution](#)

**872.**

105386A

[Two-star Contest](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[t.kwiatkowski's solution](#)

**873.**

105386B

[Gold Medal](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[t.kwiatkowski's solution](#)

**874.**

105386I

[Left Shifting 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[t.kwiatkowski's solution](#)

**875.**

105386G

[Be Positive](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[t.kwiatkowski's solution](#)

**876.**

105394J

[Jigsaw Present](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[t.kwiatkowski's solution](#)

**877.**

105394C

[Copycat Catcher](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**878.**

105394L

[Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**879.**

105394D

[Dark Alley](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**880.**

105394E

[Even Odd Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**881.**

105394G

[Geometric Gridlock](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**882.**

105394K

[Kitten of Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**883.**

105394I

[Interference](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**884.**

105394B

[Bookshelf Bottleneck](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**885.**

105394M

[Musical Mending](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**886.**

105394A

[Alien Attack 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**887.**

101234G

[Dreamoon and NightMarket](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**888.**

105431B

[Baseball Court](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[t.kwiatkowski's solution](#)

**889.**

105431J

[Jungle Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-31 · last AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[t.kwiatkowski's solution](#)

**890.**

105431F

[Fence Fee](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[t.kwiatkowski's solution](#)

**891.**

105431I

[Infinite Cash](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[t.kwiatkowski's solution](#)

**892.**

105431D

[Double Deck](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[t.kwiatkowski's solution](#)

**893.**

105431A

[Avoiding the Abyss](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[t.kwiatkowski's solution](#)

**894.**

105431K

[Knitting Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[t.kwiatkowski's solution](#)

**895.**

105431C

[Composed Rhythms](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[t.kwiatkowski's solution](#)

**896.**

104805D

[An abstract painting](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[t.kwiatkowski's solution](#)

**897.**

102861I

[Interactivity](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[t.kwiatkowski's solution](#)

**898.**

102861E

[Party Company](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[t.kwiatkowski's solution](#)

**899.**

102861H

[SBC's Hangar](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**900.**

102861N

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

Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**901.**

102861L

[Lavaspar](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**902.**

102861A

[Sticker Album](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**903.**

102861F

[Fastminton](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**904.**

102861B

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**905.**

102861G

[Game Show!](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**906.**

102500H

[Height Profile](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**907.**

102500J

[Jackdaws And Crows](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-27 · last AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**908.**

102500A

[Average Rank](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**909.**

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-27 · PyPy 3-64 (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**910.**

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**911.**

102500F

[Firetrucks Are Red](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**912.**

102500E

[Expeditious Cubing](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**913.**

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**914.**

105143M

[Merge](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**915.**

105143F

[Custom-Made Clothes](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**916.**

105143B

[Countless Me](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**917.**

105143K

[Party Games](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**918.**

105143I

[Cyclic Apple Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**919.**

105139H

[Genshin Impact Startup Forbidden III](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**920.**

105139L

[LCMs](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**921.**

105139A

[Long Live](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**922.**

105139J

[Points on the Number Axis A](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**923.**

105139B

[Nana Likes Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**924.**

105139E

[Spicy or Grilled?](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**925.**

104901A

[Many Many Heads](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**926.**

104901M

[Almost Convex](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**927.**

104901K

[Rainbow Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**928.**

104901G

[Gifts from Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**929.**

104901I

[Strange Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**930.**

104901D

[Largest Digit](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**931.**

105053A

[Almost Aligned](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**932.**

105053G

[Greek Casino](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**933.**

105053F

[Fair Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**934.**

105053E

[Expanding STACKS!](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**935.**

105053D

[DiviDuelo](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**936.**

105053K

[KMOP](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**937.**

105053L

[LED Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**938.**

104017G

[Round Table](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**939.**

104017K

[Gastronomic Event](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**940.**

104017B

[Drone Photo](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**941.**

104017I

[Antennas](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++20 (GCC 13-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**942.**

104017C

[Il Derby della Madonnina](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**943.**

104017E

[Evolution of Weasels](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**944.**

104017L

[Circular Maze](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**945.**

104017D

[Ice Cream Shop](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**946.**

104017J

[Boundary](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**947.**

104017F

[Bottle Arrangements](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**948.**

104017A

[Organizing SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**949.**

104945B

[Supporting everyone](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**950.**

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**951.**

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**952.**

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**953.**

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**954.**

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**955.**

104713C

[Pizzo Collectors](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**956.**

104713I

[Storage Problems](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**957.**

104713D

[Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**958.**

104713A

[Art Transaction](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**959.**

104713E

[Tobacco Growing](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**960.**

104713F

[Rescue Mission](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**961.**

104686C

[Constellations](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**962.**

104686E

[Denormalization](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**963.**

104686L

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**964.**

104686D

[Deforestation](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**965.**

102483G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**966.**

102483B

[Brexit Negotiations](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**967.**

102483K

[Kleptography](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**968.**

102483H

[Hard Drive](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**969.**

102483I

[Inflation](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**970.**

100531H

[Hiking in the Hills](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**971.**

100531I

[Instruction](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**972.**

100531J

[Joy of Flight](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**973.**

100531K

[Kebab House](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**974.**

100531D

[Digits](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**975.**

100531B

[Buffcraft](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**976.**

100531G

[Grave](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**977.**

100531A

[Alarm Clock](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**978.**

104768K

[Randias Permutation Task](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**979.**

104768M

[Flipping Cards](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**980.**

104768G

[Hard Brackets Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**981.**

104821C

[Primitive Root](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**982.**

104821A

[Cool, It's Yesterday Four Times More](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**983.**

104821F

[Equivalent Rewriting](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**984.**

104821I

[Counter](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**985.**

104772B

[Based Zeros](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**986.**

104772L

[Loops](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-17 · last AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**987.**

104782B

[The floor is lava!](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**988.**

104782I

[KSumT](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**989.**

104782L

[Dush](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**990.**

104782A

[Maximum Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**991.**

104782E

[Fiboxor](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**992.**

104782G

[Minimize Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**993.**

104782J

[Parallelogram](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**994.**

104782C

[Basketball](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**995.**

104772F

[First Solved, Last Coded](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**996.**

104772I

[Intersegment Activation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**997.**

104772E

[Every Queen](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**998.**

104772G

[Game of Nim](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**999.**

104772J

[Jumping Frogs](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**1000.**

104772M

[Missing Vowels](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**1001.**

104772K

[Kitchen Timer](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**1002.**

104772D

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

Rating: — · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**1003.**

104772A

[Axis-Aligned Area](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**1004.**

104619C

[Cutting into Monotone Increasing Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**1005.**

104619E

[Exponentiation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · PyPy 3-64 (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**1006.**

104619B

[Better Chance](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**1007.**

104619L

[Location, Location, Location](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**1008.**

104619A

[Advance to Taoyuan Regional](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**1009.**

104619J

[Java Warriors](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**1010.**

104619K

[Kick](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**1011.**

104614L

[Which Warehouse?](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**1012.**

104614A

[A-Mazing Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**1013.**

104614K

[Two Charts Become One](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**1014.**

104614F

[It's About Time](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**1015.**

104614B

[A Musical Question](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**1016.**

104614C

[Cribbage On Steroids](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**1017.**

104614J

[Simple Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**1018.**

104614I

[Road To Savings](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**1019.**

104614G

[Pea Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**1020.**

104614D

[Determining Nucleotide Assortments](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**1021.**

104736K

[Keen on Order](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**1022.**

104736J

[Journey of the Robber](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**1023.**

104736H

[Health in Hazard](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**1024.**

104736C

[Candy Rush](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**1025.**

104736F

[Forward and Backward](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**1026.**

104736M

[Meeting Point](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1027.**

104736B

[Blackboard Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1028.**

104736I

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**1029.**

104736D

[Deciphering WordWhiz](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1030.**

101398K

[Key Insight](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1031.**

101398D

[Digital Clock](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1032.**

101398I

[Idol](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**1033.**

101398J

[Joint Venture](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**1034.**

101398E

[Edge Case](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · PyPy 3-64 (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**1035.**

104023J

[Eat, Sleep, Repeat](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**1036.**

104023A

[Dunai](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**1037.**

104023E

[Python Will be Faster than C++](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**1038.**

104011K

[Kaleidoscopic Route](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**1039.**

104011C

[Clean Up!](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1040.**

104011H

[Halfway There](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1041.**

104011L

[Letters Q and F](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1042.**

104011B

[Boris and Berta](#) · Tutorial

Rating: — · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**1043.**

104011A

[Anno Domini 2022](#) · Tutorial

Rating: — · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1044.**

104076E

[Identical Parity](#) · Tutorial

Rating: — · first AC: 2023-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**1045.**

104076K

[Stack Sort](#) · Tutorial

Rating: — · first AC: 2023-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**1046.**

104076M

[Best Carry Player](#) · Tutorial

Rating: — · first AC: 2023-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**1047.**

104013E

[Easy Compare-and-Set](#) · Tutorial

Rating: — · first AC: 2022-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1048.**

104013C

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Rating: — · first AC: 2022-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**1049.**

104013F

[Futures Market Trends](#) · Tutorial

Rating: — · first AC: 2022-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**1050.**

104013N

[Nunchucks Shop](#) · Tutorial

Rating: — · first AC: 2022-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**1051.**

104013D

[Display](#) · Tutorial

Rating: — · first AC: 2022-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**1052.**

104013M

[Mind the Gap](#) · Tutorial

Rating: — · first AC: 2022-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**1053.**

104013I

[Integer Square](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**1054.**

104013B

[Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**1055.**

104013A

[Archivist](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**1056.**

103855F

[Stones 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**1057.**

103855D

[Triple Sword Strike](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**1058.**

103855H

[Beacon Towers](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**1059.**

103931M

[My University Is Better Than Yours](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**1060.**

103931G

[Gua!](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**1061.**

103931E

[Expenditure Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**1062.**

103931H

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Rating: — · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**1063.**

103931N

[Nine Is Greater Than Ten](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)

**1064.**

102082D

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[t.kwiatkowski's solution](#)**1065.**

102082G

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[t.kwiatkowski's solution](#)**1066.**

102082B

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[t.kwiatkowski's solution](#)**1067.**

102082C

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[t.kwiatkowski's solution](#)**1068.**

102082A

[Digits Are Not Just Characters](#) · [Tutorial](#)Rating: — · first AC: 2022-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —  
[t.kwiatkowski's solution](#)**1069.**

101853E

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[t.kwiatkowski's solution](#)