

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

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# Unique solved — tarjen

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

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

Filters: none

Count: 3,430

1.

2211A

[Antimedian Deletion](#) · [Tutorial](#)

Quality: 16,086 global accepts · Rating: 800 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[tarjen's solution](#)

2.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,688 global accepts · Rating: 800 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings  
[tarjen's solution](#)

3.

2195A

[Sieve of Erato67henes](#) · [Tutorial](#)

Quality: 35,465 global accepts · Rating: 800 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory  
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4.

2183A

[Binary Array Game](#) · [Tutorial](#)

Quality: 23,673 global accepts · Rating: 800 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: games  
[tarjen's solution](#)

5.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,737 global accepts · Rating: 800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings  
[tarjen's solution](#)

6.

2172A

[ASCII Art Contest](#) · [Tutorial](#)

Quality: 14,551 global accepts · Rating: 800 · first AC: 2025-12-20 · Python 3 (first AC) · Tags: implementation  
[tarjen's solution](#)

7.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,578 global accepts · Rating: 800 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings  
[tarjen's solution](#)

8.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,876 global accepts · Rating: 800 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory  
[tarjen's solution](#)

9.

2158A

[Suspension](#) · [Tutorial](#)

Quality: 23,394 global accepts · Rating: 800 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math  
[tarjen's solution](#)

**10.**

2153B

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

Quality: 22,591 global accepts · Rating: 800 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy  
[tarjen's solution](#)

**11.**

2153A

[Circle of Apple Trees](#) · [Tutorial](#)

Quality: 26,371 global accepts · Rating: 800 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
[tarjen's solution](#)

**12.**

2145A

[Candies for Nephews](#) · [Tutorial](#)

Quality: 30,765 global accepts · Rating: 800 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: math  
[tarjen's solution](#)

**13.**

2152A

[Increase or Smash](#) · [Tutorial](#)

Quality: 22,311 global accepts · Rating: 800 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[tarjen's solution](#)

**14.**

2146A

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

Quality: 21,838 global accepts · Rating: 800 · first AC: 2025-09-27 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation  
[tarjen's solution](#)

**15.**

2147A

[Shortest Increasing Path](#) · [Tutorial](#)

Quality: 18,632 global accepts · Rating: 800 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[tarjen's solution](#)

**16.**

2143A

[All Lengths Subtraction](#) · [Tutorial](#)

Quality: 20,700 global accepts · Rating: 800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, two pointers  
[tarjen's solution](#)

**17.**

2112A

[Race](#) · [Tutorial](#)

Quality: 29,269 global accepts · Rating: 800 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
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**18.**

2109A

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Quality: 26,949 global accepts · Rating: 800 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[tarjen's solution](#)

**19.**

2107A

[LRC and VIP](#) · [Tutorial](#)

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

**20.**

2108A

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

Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math  
[tarjen's solution](#)

**21.**

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,306 global accepts · Rating: 800 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: math

[tarjen's solution](#)

**22.**

2029A

[Set](#) · [Tutorial](#)

Quality: 14,164 global accepts · Rating: 800 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

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**23.**

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

Quality: 26,493 global accepts · Rating: 800 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[tarjen's solution](#)

**24.**

2064A

[Brogramming Contest](#) · [Tutorial](#)

Quality: 27,100 global accepts · Rating: 800 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[tarjen's solution](#)

**25.**

2061A

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

Quality: 22,354 global accepts · Rating: 800 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: math

[tarjen's solution](#)

**26.**

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,762 global accepts · Rating: 800 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

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**27.**

2056A

[Shape Perimeter](#) · [Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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**28.**

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,641 global accepts · Rating: 800 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy, math

[tarjen's solution](#)

**29.**

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,263 global accepts · Rating: 800 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, greedy, math

[tarjen's solution](#)

**30.**

2043A

[Coin Transformation](#) · [Tutorial](#)

Quality: 26,989 global accepts · Rating: 800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[tarjen's solution](#)

**31.**

2040A

[Game of Division](#) · [Tutorial](#)

Quality: 24,433 global accepts · Rating: 800 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: games, math

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**32.**

2042A

[Greedy Monocarp](#) · [Tutorial](#)

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[tarjen's solution](#)

**33.**

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory  
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**34.**

1750B

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

Quality: 16,816 global accepts · Rating: 800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation  
[tarjen's solution](#)

**35.**

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math  
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**36.**

2031A

[Penchick and Modern Monument](#) · [Tutorial](#)

Quality: 20,949 global accepts · Rating: 800 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math  
[tarjen's solution](#)

**37.**

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,573 global accepts · Rating: 800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings, two pointers  
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**38.**

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,501 global accepts · Rating: 800 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings  
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**39.**

2020A

[Find Minimum Operations](#) · [Tutorial](#)

Quality: 25,943 global accepts · Rating: 800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory  
[tarjen's solution](#)

**40.**

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,615 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: two pointers  
[tarjen's solution](#)

**41.**

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,109 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, strings  
[tarjen's solution](#)

42.

2002A

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

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

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43.

1998A

[Find K Distinct Points with Fixed Center](#) · [Tutorial](#)

Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[tarjen's solution](#)

44.

1991A

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

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[tarjen's solution](#)

45.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

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46.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,993 global accepts · Rating: 800 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[tarjen's solution](#)

47.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

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48.

1975A

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

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[tarjen's solution](#)

49.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,177 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

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50.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,675 global accepts · Rating: 800 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

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51.

1942A

[Farmer John's Challenge](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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**52.**

1933B

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

Quality: 36,273 global accepts · Rating: 800 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory  
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**53.**

1933A

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

Quality: 42,109 global accepts · Rating: 800 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings  
[tarjen's solution](#)

**54.**

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,365 global accepts · Rating: 800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[tarjen's solution](#)

**55.**

1930A

[Maximise The Score](#) · [Tutorial](#)

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
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**56.**

1931A

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

Quality: 39,964 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings  
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**57.**

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,186 global accepts · Rating: 800 · first AC: 2024-02-10 · PyPy 3-64 (first AC) · Tags: binary search, implementation  
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**58.**

1915B

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

Quality: 50,358 global accepts · Rating: 800 · first AC: 2024-02-10 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, implementation  
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**59.**

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,805 global accepts · Rating: 800 · first AC: 2024-02-10 · PyPy 3-64 (first AC) · Tags: bitmasks, implementation  
[tarjen's solution](#)

**60.**

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,438 global accepts · Rating: 800 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings  
[tarjen's solution](#)

**61.**

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,373 global accepts · Rating: 800 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
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**62.**

1925A

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Quality: 31,150 global accepts · Rating: 800 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[tarjen's solution](#)

**63.**

1919B

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[tarjen's solution](#)

**64.**

1919A

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Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[tarjen's solution](#)

**65.**

1916A

[2023](#) · [Tutorial](#)

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

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**66.**

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: math

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**67.**

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,598 global accepts · Rating: 800 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: strings

[tarjen's solution](#)

**68.**

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,354 global accepts · Rating: 800 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[tarjen's solution](#)

**69.**

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,881 global accepts · Rating: 800 · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[tarjen's solution](#)

**70.**

1519B

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

Quality: 33,399 global accepts · Rating: 800 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[tarjen's solution](#)

**71.**

1519A

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

Quality: 30,561 global accepts · Rating: 800 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: math

[tarjen's solution](#)

**72.**

1358A

[Park Lighting](#) · [Tutorial](#)

Quality: 43,192 global accepts · Rating: 800 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[tarjen's solution](#)

**73.**

1840A

[Cipher Shifer](#) · [Tutorial](#)

Quality: 38,053 global accepts · Rating: 800 · first AC: 2023-10-08 · PyPy 3-64 (first AC) · Tags: implementation, strings, two pointers

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**74.**

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,218 global accepts · Rating: 800 · first AC: 2023-10-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math  
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**75.**

1878A

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

Quality: 78,686 global accepts · Rating: 800 · first AC: 2023-10-07 · last AC: 2023-10-07 · PyPy 3-64 (first AC) · Tags: greedy  
[tarjen's solution](#)

**76.**

1870A

[MEXanized Array](#) · [Tutorial](#)

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

**77.**

1740B

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

Quality: 14,352 global accepts · Rating: 800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, sortings  
[tarjen's solution](#)

**78.**

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,159 global accepts · Rating: 800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory  
[tarjen's solution](#)

**79.**

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,182 global accepts · Rating: 800 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math  
[tarjen's solution](#)

**80.**

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,362 global accepts · Rating: 800 · first AC: 2023-09-03 · PyPy 3-64 (first AC) · Tags: math  
[tarjen's solution](#)

**81.**

1864A

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

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
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**82.**

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings  
[tarjen's solution](#)

**83.**

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,352 global accepts · Rating: 800 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math  
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**84.**

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,931 global accepts · Rating: 800 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[tarjen's solution](#)

**85.**

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[tarjen's solution](#)

**86.**

1345A

[Puzzle Pieces](#) · [Tutorial](#)

Quality: 24,828 global accepts · Rating: 800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: math  
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**87.**

1855A

[Dalton the Teacher](#) · [Tutorial](#)

Quality: 29,930 global accepts · Rating: 800 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[tarjen's solution](#)

**88.**

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,115 global accepts · Rating: 800 · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math  
[tarjen's solution](#)

**89.**

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 800 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games  
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**90.**

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
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**91.**

1842A

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

Quality: 20,797 global accepts · Rating: 800 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: games, math  
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**92.**

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
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**93.**

1529A

[Eshag Loves Big Arrays](#) · [Tutorial](#)

Quality: 31,026 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math  
[tarjen's solution](#)

**94.**

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,689 global accepts · Rating: 800 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[tarjen's solution](#)

**95.**

1837A

[Grasshopper on a Line](#) · [Tutorial](#)

Quality: 54,847 global accepts · Rating: 800 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[tarjen's solution](#)

**96.**

1833C

[Vlad Building Beautiful Array](#) · [Tutorial](#)

Quality: 27,896 global accepts · Rating: 800 · first AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[tarjen's solution](#)

**97.**

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,084 global accepts · Rating: 800 · first AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[tarjen's solution](#)

**98.**

1828A

[Divisible Array](#) · [Tutorial](#)

Quality: 25,343 global accepts · Rating: 800 · first AC: 2023-05-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

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**99.**

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,974 global accepts · Rating: 800 · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: strings

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**100.**

1825A

[LuoTianyi and the Palindrome String](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 800 · first AC: 2023-05-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[tarjen's solution](#)

**101.**

1791C

[Prepend and Append](#) · [Tutorial](#)

Quality: 74,187 global accepts · Rating: 800 · first AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation, two pointers

[tarjen's solution](#)

**102.**

1791B

[Following Directions](#) · [Tutorial](#)

Quality: 52,664 global accepts · Rating: 800 · first AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation

[tarjen's solution](#)

**103.**

1791A

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

Quality: 80,625 global accepts · Rating: 800 · first AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[tarjen's solution](#)

**104.**

1818A

[Politics](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 800 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[tarjen's solution](#)

**105.**

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[tarjen's solution](#)

**106.**

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number

theory

[tarjen's solution](#)

**107.**

1810A

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

Quality: 21,911 global accepts · Rating: 800 · first AC: 2023-04-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[tarjen's solution](#)

**108.**

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[tarjen's solution](#)

**109.**

1820A

[Yura's New Name](#) · [Tutorial](#)

Quality: 17,632 global accepts · Rating: 800 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[tarjen's solution](#)

**110.**

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,627 global accepts · Rating: 800 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings

[tarjen's solution](#)

**111.**

1816A

[Ian Visits Mary](#) · [Tutorial](#)

Quality: 18,864 global accepts · Rating: 800 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, number theory

[tarjen's solution](#)

**112.**

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 800 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation

[tarjen's solution](#)

**113.**

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,459 global accepts · Rating: 800 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[tarjen's solution](#)

**114.**

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[tarjen's solution](#)

**115.**

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,049 global accepts · Rating: 800 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[tarjen's solution](#)

**116.**

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,174 global accepts · Rating: 800 · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[tarjen's solution](#)

**117.**

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,333 global accepts · Rating: 800 · first AC: 2023-03-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings  
[tarjen's solution](#)

**118.**

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,352 global accepts · Rating: 800 · first AC: 2023-03-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
[tarjen's solution](#)

**119.**

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,725 global accepts · Rating: 800 · first AC: 2023-03-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[tarjen's solution](#)

**120.**

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,473 global accepts · Rating: 800 · first AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math  
[tarjen's solution](#)

**121.**

1799A

[Recent Actions](#) · [Tutorial](#)

Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, math  
[tarjen's solution](#)

**122.**

1762A

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

Quality: 20,589 global accepts · Rating: 800 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory  
[tarjen's solution](#)

**123.**

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,964 global accepts · Rating: 800 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[tarjen's solution](#)

**124.**

1788A

[One and Two](#) · [Tutorial](#)

Quality: 53,015 global accepts · Rating: 800 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math  
[tarjen's solution](#)

**125.**

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,752 global accepts · Rating: 800 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[tarjen's solution](#)

**126.**

1787A

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

Quality: 20,384 global accepts · Rating: 800 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[tarjen's solution](#)

**127.**

1780A

[Hayato and School](#) · [Tutorial](#)

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[tarjen's solution](#)

**128.**

1777A

[Everybody Likes Good Arrays!](#) · [Tutorial](#)

Quality: 44,020 global accepts · Rating: 800 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[tarjen's solution](#)

**129.**

1782A

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

Rating: 800 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math  
[tarjen's solution](#)

**130.**

1556A

[A Variety of Operations](#) · [Tutorial](#)

Quality: 18,543 global accepts · Rating: 800 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: math  
[tarjen's solution](#)

**131.**

1775A1

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

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation  
[tarjen's solution](#)

**132.**

1783A

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

Quality: 48,736 global accepts · Rating: 800 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, sortings  
[tarjen's solution](#)

**133.**

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory  
[tarjen's solution](#)

**134.**

1708A

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

Quality: 22,574 global accepts · Rating: 800 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[tarjen's solution](#)

**135.**

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings  
[tarjen's solution](#)

**136.**

1642A

[Hard Way](#) · [Tutorial](#)

Quality: 16,732 global accepts · Rating: 800 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: geometry  
[tarjen's solution](#)

**137.**

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,669 global accepts · Rating: 800 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[tarjen's solution](#)

**138.**

1774A

[Add Plus Minus Sign](#) · [Tutorial](#)

Quality: 23,531 global accepts · Rating: 800 · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[tarjen's solution](#)

**139.**

1763A

[Absolute Maximization](#) · [Tutorial](#)

Quality: 17,000 global accepts · Rating: 800 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math  
[tarjen's solution](#)

**140.**

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,032 global accepts · Rating: 800 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation  
[tarjen's solution](#)

**141.**

1773F

[Football](#) · [Tutorial](#)

Quality: 4,782 global accepts · Rating: 800 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[tarjen's solution](#)

**142.**

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[tarjen's solution](#)

**143.**

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,455 global accepts · Rating: 800 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[tarjen's solution](#)

**144.**

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,617 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms  
[tarjen's solution](#)

**145.**

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,484 global accepts · Rating: 800 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[tarjen's solution](#)

**146.**

1743B

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

Quality: 23,194 global accepts · Rating: 800 · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[tarjen's solution](#)

**147.**

1743A

[Password](#) · [Tutorial](#)

Quality: 29,541 global accepts · Rating: 800 · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation, math  
[tarjen's solution](#)

**148.**

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers  
[tarjen's solution](#)

**149.**

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[tarjen's solution](#)

**150.**

1741B

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

Quality: 26,762 global accepts · Rating: 800 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[tarjen's solution](#)

**151.**

1741A

[Compare T-Shirt Sizes](#) · [Tutorial](#)

Quality: 33,803 global accepts · Rating: 800 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[tarjen's solution](#)

**152.**

1736A

[Make A Equal to B](#) · [Tutorial](#)

Quality: 24,154 global accepts · Rating: 800 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings  
[tarjen's solution](#)

**153.**

1473A

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

Quality: 37,431 global accepts · Rating: 800 · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, sortings  
[tarjen's solution](#)

**154.**

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,056 global accepts · Rating: 800 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math  
[tarjen's solution](#)

**155.**

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings  
[tarjen's solution](#)

**156.**

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings  
[tarjen's solution](#)

**157.**

1734B

[Bright, Nice, Brilliant](#) · [Tutorial](#)

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[tarjen's solution](#)

**158.**

1734A

[Select Three Sticks](#) · [Tutorial](#)

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings  
[tarjen's solution](#)

**159.**

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,856 global accepts · Rating: 800 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[tarjen's solution](#)

**160.**

1714C

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

Quality: 33,426 global accepts · Rating: 800 · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[tarjen's solution](#)

**161.**

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,779 global accepts · Rating: 800 · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation  
[tarjen's solution](#)

**162.**

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,476 global accepts · Rating: 800 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings  
[tarjen's solution](#)

**163.**

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,900 global accepts · Rating: 800 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: math  
[tarjen's solution](#)

**164.**

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[tarjen's solution](#)

**165.**

1728A

[Colored Balls: Revisited](#) · [Tutorial](#)

Quality: 25,452 global accepts · Rating: 800 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings  
[tarjen's solution](#)

**166.**

1725A

[Accumulation of Dominoes](#) · [Tutorial](#)

Quality: 10,135 global accepts · Rating: 800 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: math  
[tarjen's solution](#)

**167.**

1717A

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

Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[tarjen's solution](#)

**168.**

1047A

[Little C Loves 3 I](#) · [Tutorial](#)

Quality: 21,286 global accepts · Rating: 800 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: math  
[tarjen's solution](#)

**169.**

1721A

[Image](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[tarjen's solution](#)

**170.**

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[tarjen's solution](#)

**171.**

1720B

[Interesting Sum](#) · [Tutorial](#)

Quality: 22,415 global accepts · Rating: 800 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, sortings

[tarjen's solution](#)

**172.**

1712B

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

Quality: 22,399 global accepts · Rating: 800 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[tarjen's solution](#)

**173.**

1712A

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

Quality: 25,057 global accepts · Rating: 800 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[tarjen's solution](#)

**174.**

1713A

[Traveling Salesman Problem](#) · [Tutorial](#)

Quality: 22,813 global accepts · Rating: 800 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation

[tarjen's solution](#)

**175.**

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[tarjen's solution](#)

**176.**

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,846 global accepts · Rating: 800 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[tarjen's solution](#)

**177.**

1704A

[Two 0-1 Sequences](#) · [Tutorial](#)

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[tarjen's solution](#)

**178.**

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[tarjen's solution](#)

**179.**

1705A

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

Quality: 26,583 global accepts · Rating: 800 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[tarjen's solution](#)

**180.**

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[tarjen's solution](#)

**181.**

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[tarjen's solution](#)

**182.**

1699A

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

Quality: 24,780 global accepts · Rating: 800 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[tarjen's solution](#)

**183.**

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,466 global accepts · Rating: 800 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[tarjen's solution](#)

**184.**

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,880 global accepts · Rating: 800 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force

[tarjen's solution](#)

**185.**

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[tarjen's solution](#)

**186.**

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 800 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[tarjen's solution](#)

**187.**

1672A

[Log Chopping](#) · [Tutorial](#)

Quality: 16,818 global accepts · Rating: 800 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: games, implementation, math

[tarjen's solution](#)

**188.**

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,680 global accepts · Rating: 800 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[tarjen's solution](#)

**189.**

1695A

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

Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games

[tarjen's solution](#)

**190.**

1694A

[Creep](#) · [Tutorial](#)

Quality: 23,519 global accepts · Rating: 800 · first AC: 2022-06-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[tarjen's solution](#)

**191.**

1697A

[Parkway Walk](#) · [Tutorial](#)

Quality: 26,741 global accepts · Rating: 800 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[tarjen's solution](#)

**192.**

1689A

[Lex String](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 800 · first AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings, two pointers

[tarjen's solution](#)

**193.**

1688B

[Patchouli's Magical Talisman](#) · [Tutorial](#)

Quality: 19,007 global accepts · Rating: 800 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, sortings

[tarjen's solution](#)

**194.**

1688A

[Cirno's Perfect Bitmasks Classroom](#) · [Tutorial](#)

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force

[tarjen's solution](#)

**195.**

1690C

[Restoring the Duration of Tasks](#) · [Tutorial](#)

Quality: 28,093 global accepts · Rating: 800 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[tarjen's solution](#)

**196.**

1690B

[Array Decrements](#) · [Tutorial](#)

Quality: 26,934 global accepts · Rating: 800 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[tarjen's solution](#)

**197.**

1690A

[Print a Pedestal \(Codeforces logo?\)](#) · [Tutorial](#)

Quality: 35,633 global accepts · Rating: 800 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[tarjen's solution](#)

**198.**

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,209 global accepts · Rating: 800 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[tarjen's solution](#)

**199.**

1681B

[Card Trick](#) · [Tutorial](#)

Quality: 21,038 global accepts · Rating: 800 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[tarjen's solution](#)

**200.**

1681A

[Game with Cards](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 800 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

[tarjen's solution](#)

**201.**

1682A

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

Quality: 19,966 global accepts · Rating: 800 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[tarjen's solution](#)

**202.**

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[tarjen's solution](#)

**203.**

1684A

[Digit Minimization](#) · [Tutorial](#)

Quality: 24,937 global accepts · Rating: 800 · first AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, math, strings

[tarjen's solution](#)

**204.**

1680B

[Robots](#) · [Tutorial](#)

Quality: 19,085 global accepts · Rating: 800 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[tarjen's solution](#)

**205.**

1680A

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

Quality: 22,352 global accepts · Rating: 800 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[tarjen's solution](#)

**206.**

1670A

[Prof. Slim](#) · [Tutorial](#)

Quality: 15,995 global accepts · Rating: 800 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[tarjen's solution](#)

**207.**

1674B

[Dictionary](#) · [Tutorial](#)

Quality: 29,410 global accepts · Rating: 800 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[tarjen's solution](#)

**208.**

1674A

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

Quality: 27,971 global accepts · Rating: 800 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[tarjen's solution](#)

**209.**

1673A

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

Quality: 19,141 global accepts · Rating: 800 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, strings

[tarjen's solution](#)

**210.**

1671A

[String Building](#) · [Tutorial](#)

Quality: 21,387 global accepts · Rating: 800 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[tarjen's solution](#)

**211.**

1668A

[Direction Change](#) · [Tutorial](#)

Quality: 16,784 global accepts · Rating: 800 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[tarjen's solution](#)

**212.**

1658B

[Marin and Anti-coprime Permutation](#) · [Tutorial](#)

Quality: 19,545 global accepts · Rating: 800 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[tarjen's solution](#)

**213.**

1658A

[Marin and Photoshoot](#) · [Tutorial](#)

Quality: 20,907 global accepts · Rating: 800 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[tarjen's solution](#)

## 214.

1657B

[XY Sequence](#) · [Tutorial](#)

Quality: 23,609 global accepts · Rating: 800 · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[tarjen's solution](#)

## 215.

1657A

[Integer Moves](#) · [Tutorial](#)

Quality: 24,900 global accepts · Rating: 800 · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[tarjen's solution](#)

## 216.

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: strings

[tarjen's solution](#)

## 217.

1654A

[Maximum Cake Tastiness](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 800 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[tarjen's solution](#)

## 218.

1651B

[Prove Him Wrong](#) · [Tutorial](#)

Quality: 20,480 global accepts · Rating: 800 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[tarjen's solution](#)

## 219.

1651A

[Playoff](#) · [Tutorial](#)

Quality: 26,662 global accepts · Rating: 800 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[tarjen's solution](#)

## 220.

1650A

[Deletions of Two Adjacent Letters](#) · [Tutorial](#)

Quality: 37,309 global accepts · Rating: 800 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[tarjen's solution](#)

## 221.

1649A

[Game](#) · [Tutorial](#)

Quality: 16,049 global accepts · Rating: 800 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[tarjen's solution](#)

## 222.

1646A

[Square Counting](#) · [Tutorial](#)

Quality: 25,390 global accepts · Rating: 800 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: math

[tarjen's solution](#)

## 223.

1646B

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

Quality: 22,680 global accepts · Rating: 800 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings, two pointers

[tarjen's solution](#)

**224.**

888A

[Local Extrema](#) · [Tutorial](#)

Quality: 11,974 global accepts · Rating: 800 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation  
[tarjen's solution](#)

**225.**

1644B

[Anti-Fibonacci Permutation](#) · [Tutorial](#)

Quality: 21,321 global accepts · Rating: 800 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation  
[tarjen's solution](#)

**226.**

1644A

[Doors and Keys](#) · [Tutorial](#)

Quality: 28,640 global accepts · Rating: 800 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[tarjen's solution](#)

**227.**

1635B

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

Quality: 18,474 global accepts · Rating: 800 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[tarjen's solution](#)

**228.**

1635A

[Min Or Sum](#) · [Tutorial](#)

Quality: 25,899 global accepts · Rating: 800 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy  
[tarjen's solution](#)

**229.**

1426A

[Floor Number](#) · [Tutorial](#)

Quality: 54,962 global accepts · Rating: 800 · first AC: 2022-02-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math  
[tarjen's solution](#)

**230.**

1638A

[Reverse](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 800 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math  
[tarjen's solution](#)

**231.**

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings  
[tarjen's solution](#)

**232.**

1634A

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

Quality: 24,653 global accepts · Rating: 800 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings  
[tarjen's solution](#)

**233.**

1617A

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

Quality: 17,008 global accepts · Rating: 800 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings  
[tarjen's solution](#)

**234.**

1633B

[Minority](#) · [Tutorial](#)

Quality: 29,401 global accepts · Rating: 800 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[tarjen's solution](#)

**235.**

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,022 global accepts · Rating: 800 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[tarjen's solution](#)

**236.**

1632A

[ABC](#) · [Tutorial](#)

Quality: 31,067 global accepts · Rating: 800 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[tarjen's solution](#)

**237.**

1631A

[Min Max Swap](#) · [Tutorial](#)

Quality: 31,305 global accepts · Rating: 800 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[tarjen's solution](#)

**238.**

1629B

[GCD Arrays](#) · [Tutorial](#)

Quality: 25,285 global accepts · Rating: 800 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[tarjen's solution](#)

**239.**

1629A

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**240.**

1584A

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

Quality: 15,537 global accepts · Rating: 800 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: math

[tarjen's solution](#)

**241.**

1624A

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

Quality: 60,282 global accepts · Rating: 800 · first AC: 2022-01-17 · C++20 (GCC 11-64) (first AC) · Tags: math

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**242.**

1626A

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

Quality: 30,877 global accepts · Rating: 800 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

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**243.**

1627A

[Not Shading](#) · [Tutorial](#)

Quality: 24,897 global accepts · Rating: 800 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[tarjen's solution](#)

**244.**

1625A

[Ancient Civilization](#) · [Tutorial](#)

Quality: 18,286 global accepts · Rating: 800 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[tarjen's solution](#)

**245.**

1514A

[Perfectly Imperfect Array](#) · [Tutorial](#)

Quality: 25,368 global accepts · Rating: 800 · first AC: 2022-01-06 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[tarjen's solution](#)

**246.**

1621A

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

Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[tarjen's solution](#)

**247.**

1623A

[Robot Cleaner](#) · [Tutorial](#)

Quality: 20,720 global accepts · Rating: 800 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[tarjen's solution](#)

**248.**

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[tarjen's solution](#)

**249.**

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,655 global accepts · Rating: 800 · first AC: 2021-12-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[tarjen's solution](#)

**250.**

1504A

[Déjà Vu](#) · [Tutorial](#)

Quality: 22,802 global accepts · Rating: 800 · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[tarjen's solution](#)

**251.**

1538B

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

Quality: 33,537 global accepts · Rating: 800 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[tarjen's solution](#)

**252.**

1538A

[Stone Game](#) · [Tutorial](#)

Quality: 40,401 global accepts · Rating: 800 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[tarjen's solution](#)

**253.**

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,263 global accepts · Rating: 800 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[tarjen's solution](#)

**254.**

1614A

[Divan and a Store](#) · [Tutorial](#)

Quality: 24,592 global accepts · Rating: 800 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[tarjen's solution](#)

**255.**

1605A

[A.M. Deviation](#) · [Tutorial](#)

Quality: 21,646 global accepts · Rating: 800 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[tarjen's solution](#)

**256.**

1604A

[Era](#) · [Tutorial](#)

Quality: 22,638 global accepts · Rating: 800 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[tarjen's solution](#)

**257.**

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[tarjen's solution](#)

**258.**

1593A

[Elections](#) · [Tutorial](#)

Quality: 41,546 global accepts · Rating: 800 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[tarjen's solution](#)

**259.**

1594A

[Consecutive Sum Riddle](#) · [Tutorial](#)

Quality: 27,120 global accepts · Rating: 800 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[tarjen's solution](#)

**260.**

1592A

[Gamer Hemose](#) · [Tutorial](#)

Quality: 23,791 global accepts · Rating: 800 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings

[tarjen's solution](#)

**261.**

1581A

[CQXYM Count Permutations](#) · [Tutorial](#)

Quality: 14,276 global accepts · Rating: 800 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[tarjen's solution](#)

**262.**

1579A

[Casimir's String Solitaire](#) · [Tutorial](#)

Quality: 41,998 global accepts · Rating: 800 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: math, strings

[tarjen's solution](#)

**263.**

1353B

[Two Arrays And Swaps](#) · [Tutorial](#)

Quality: 58,127 global accepts · Rating: 800 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[tarjen's solution](#)

**264.**

1353A

[Most Unstable Array](#) · [Tutorial](#)

Quality: 44,588 global accepts · Rating: 800 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[tarjen's solution](#)

**265.**

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[tarjen's solution](#)

**266.**

1566A

[Median Maximization](#) · [Tutorial](#)

Quality: 25,376 global accepts · Rating: 800 · first AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[tarjen's solution](#)

**267.**

1569A

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

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

[tarjen's solution](#)

**268.**

1567A

[Domino Disaster](#) · [Tutorial](#)

Quality: 31,718 global accepts · Rating: 800 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[tarjen's solution](#)

**269.**

1561A

[Simply Strange Sort](#) · [Tutorial](#)

Quality: 17,168 global accepts · Rating: 800 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, sortings

[tarjen's solution](#)

**270.**

1269A

[Equation](#) · [Tutorial](#)

Quality: 24,103 global accepts · Rating: 800 · first AC: 2020-01-16 · GNU C++11 (first AC) · Tags: brute force, math

[tarjen's solution](#)

**271.**

32B

[Borze](#) · [Tutorial](#)

Quality: 79,757 global accepts · Rating: 800 · first AC: 2017-08-30 · GNU C++ (first AC) · Tags: expression parsing, implementation

[tarjen's solution](#)

**272.**

32A

[Reconnaissance](#) · [Tutorial](#)

Quality: 14,895 global accepts · Rating: 800 · first AC: 2017-08-30 · GNU C++ (first AC) · Tags: brute force

[tarjen's solution](#)

**273.**

12A

[Super Agent](#) · [Tutorial](#)

Quality: 15,429 global accepts · Rating: 800 · first AC: 2017-08-29 · GNU C++ (first AC) · Tags: implementation

[tarjen's solution](#)

**274.**

822A

[I'm bored with life](#) · [Tutorial](#)

Quality: 36,809 global accepts · Rating: 800 · first AC: 2017-08-29 · GNU C++ (first AC) · Tags: implementation, math, number theory

[tarjen's solution](#)

**275.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,948 global accepts · Rating: 800 · first AC: 2017-08-21 · GNU C++ (first AC) · Tags: brute force, math

[tarjen's solution](#)

**276.**

2195B

[Heapify 1](#) · [Tutorial](#)

Quality: 24,866 global accepts · Rating: 900 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[tarjen's solution](#)

**277.**

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,587 global accepts · Rating: 900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

[tarjen's solution](#)

**278.**

2042B

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

Quality: 19,486 global accepts · Rating: 900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[tarjen's solution](#)

**279.**

2031B

[Penchick and Satay Sticks](#) · [Tutorial](#)

Quality: 20,786 global accepts · Rating: 900 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

[tarjen's solution](#)

**280.**

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

[tarjen's solution](#)

**281.**

2005A

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

Quality: 26,247 global accepts · Rating: 900 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[tarjen's solution](#)

**282.**

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[tarjen's solution](#)

**283.**

1496A

[Split it!](#) · [Tutorial](#)

Quality: 22,245 global accepts · Rating: 900 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[tarjen's solution](#)

**284.**

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,573 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[tarjen's solution](#)

**285.**

1915D

[Unnatural Language Processing](#) · [Tutorial](#)

Quality: 35,086 global accepts · Rating: 900 · first AC: 2024-02-10 · PyPy 3-64 (first AC) · Tags: greedy, implementation, strings

[tarjen's solution](#)

**286.**

1927B

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

Quality: 38,137 global accepts · Rating: 900 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[tarjen's solution](#)

**287.**

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

[tarjen's solution](#)

**288.**

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,423 global accepts · Rating: 900 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers

[tarjen's solution](#)

**289.**

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,273 global accepts · Rating: 900 · first AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math  
[tarjen's solution](#)

**290.**

1878C

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

Quality: 57,662 global accepts · Rating: 900 · first AC: 2023-10-07 · PyPy 3-64 (first AC) · Tags: math  
[tarjen's solution](#)

**291.**

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**292.**

1872B

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

Quality: 30,497 global accepts · Rating: 900 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[tarjen's solution](#)

**293.**

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[tarjen's solution](#)

**294.**

1855B

[Longest Divisors Interval](#) · [Tutorial](#)

Quality: 44,938 global accepts · Rating: 900 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory  
[tarjen's solution](#)

**295.**

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2023-06-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[tarjen's solution](#)

**296.**

1837B

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

Quality: 50,110 global accepts · Rating: 900 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[tarjen's solution](#)

**297.**

1833B

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

Quality: 29,623 global accepts · Rating: 900 · first AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings  
[tarjen's solution](#)

**298.**

586A

[Alena's Schedule](#) · [Tutorial](#)

Quality: 10,591 global accepts · Rating: 900 · first AC: 2023-05-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[tarjen's solution](#)

**299.**

1828B

[Permutation Swap](#) · [Tutorial](#)

Quality: 39,313 global accepts · Rating: 900 · first AC: 2023-05-15 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory  
[tarjen's solution](#)

**300.**

1818B

[Indivisible](#) · [Tutorial](#)

Quality: 17,052 global accepts · Rating: 900 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[tarjen's solution](#)

**301.**

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,122 global accepts · Rating: 900 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings  
[tarjen's solution](#)

**302.**

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,776 global accepts · Rating: 900 · first AC: 2023-03-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation  
[tarjen's solution](#)

**303.**

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,738 global accepts · Rating: 900 · first AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy  
[tarjen's solution](#)

**304.**

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,195 global accepts · Rating: 900 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math  
[tarjen's solution](#)

**305.**

1775A2

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

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

**306.**

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,635 global accepts · Rating: 900 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[tarjen's solution](#)

**307.**

1779B

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

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[tarjen's solution](#)

**308.**

1642B

[Power Walking](#) · [Tutorial](#)

Quality: 18,246 global accepts · Rating: 900 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[tarjen's solution](#)

**309.**

1764B

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

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[tarjen's solution](#)

**310.**

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,958 global accepts · Rating: 900 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[tarjen's solution](#)

**311.**

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,265 global accepts · Rating: 900 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[tarjen's solution](#)

**312.**

1737A

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

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[tarjen's solution](#)

**313.**

1735B

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

Quality: 19,318 global accepts · Rating: 900 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[tarjen's solution](#)

**314.**

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,079 global accepts · Rating: 900 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[tarjen's solution](#)

**315.**

1714A

[Everyone Loves to Sleep](#) · [Tutorial](#)

Quality: 32,899 global accepts · Rating: 900 · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[tarjen's solution](#)

**316.**

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,561 global accepts · Rating: 900 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[tarjen's solution](#)

**317.**

1047B

[Cover Points](#) · [Tutorial](#)

Quality: 18,779 global accepts · Rating: 900 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[tarjen's solution](#)

**318.**

1720A

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

Quality: 24,365 global accepts · Rating: 900 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[tarjen's solution](#)

**319.**

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,329 global accepts · Rating: 900 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[tarjen's solution](#)

**320.**

1705B

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

Quality: 25,452 global accepts · Rating: 900 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[tarjen's solution](#)

**321.**

1699B

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

Quality: 21,693 global accepts · Rating: 900 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms,

matrices

[tarjen's solution](#)

**322.**

1696B

[NIT Destroys the Universe](#) · [Tutorial](#)

Quality: 36,332 global accepts · Rating: 900 · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[tarjen's solution](#)

**323.**

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,904 global accepts · Rating: 900 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[tarjen's solution](#)

**324.**

1689B

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

Quality: 19,067 global accepts · Rating: 900 · first AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[tarjen's solution](#)

**325.**

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,178 global accepts · Rating: 900 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[tarjen's solution](#)

**326.**

1668B

[Social Distance](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 900 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[tarjen's solution](#)

**327.**

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,113 global accepts · Rating: 900 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[tarjen's solution](#)

**328.**

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,997 global accepts · Rating: 900 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: math

[tarjen's solution](#)

**329.**

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,802 global accepts · Rating: 900 · first AC: 2022-02-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[tarjen's solution](#)

**330.**

961A

[Tetris](#) · [Tutorial](#)

Quality: 10,854 global accepts · Rating: 900 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[tarjen's solution](#)

**331.**

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,834 global accepts · Rating: 900 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[tarjen's solution](#)

**332.**

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 900 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[tarjen's solution](#)

**333.**

1610A

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

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: math  
[tarjen's solution](#)

**334.**

1593B

[Make it Divisible by 25](#) · [Tutorial](#)

Quality: 40,653 global accepts · Rating: 900 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, math  
[tarjen's solution](#)

**335.**

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,770 global accepts · Rating: 900 · first AC: 2017-08-30 · GNU C++ (first AC) · Tags: number theory  
[tarjen's solution](#)

**336.**

2147B

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

Quality: 16,970 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[tarjen's solution](#)

**337.**

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,916 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers  
[tarjen's solution](#)

**338.**

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation  
[tarjen's solution](#)

**339.**

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings  
[tarjen's solution](#)

**340.**

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,105 global accepts · Rating: 1000 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[tarjen's solution](#)

**341.**

2039B

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

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

**342.**

2005B1

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

Quality: 24,749 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings  
[tarjen's solution](#)

**343.**

2000C

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

Quality: 31,428 global accepts · Rating: 1000 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings  
[tarjen's solution](#)

**344.**

2002B

[Removals Game](#) · [Tutorial](#)

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

**345.**

1998B

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

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

**346.**

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy  
[tarjen's solution](#)

**347.**

1975B

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

Quality: 21,073 global accepts · Rating: 1000 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings  
[tarjen's solution](#)

**348.**

1969B

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

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

**349.**

1785A

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

Rating: 1000 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
[tarjen's solution](#)

**350.**

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math  
[tarjen's solution](#)

**351.**

1927C

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

Quality: 31,568 global accepts · Rating: 1000 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math  
[tarjen's solution](#)

**352.**

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,913 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math,

number theory

[tarjen's solution](#)

**353.**

1906A

[Easy As ABC](#) · [Tutorial](#)

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

[tarjen's solution](#)

**354.**

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,680 global accepts · Rating: 1000 · first AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory

[tarjen's solution](#)

**355.**

1876A

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

Quality: 34,928 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[tarjen's solution](#)

**356.**

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[tarjen's solution](#)

**357.**

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[tarjen's solution](#)

**358.**

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,382 global accepts · Rating: 1000 · first AC: 2023-07-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[tarjen's solution](#)

**359.**

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[tarjen's solution](#)

**360.**

1837C

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

Quality: 24,577 global accepts · Rating: 1000 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[tarjen's solution](#)

**361.**

1825B

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

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2023-05-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[tarjen's solution](#)

**362.**

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,275 global accepts · Rating: 1000 · first AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, strings

[tarjen's solution](#)

**363.**

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2023-05-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math  
[tarjen's solution](#)

**364.**

1816B

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

Quality: 16,690 global accepts · Rating: 1000 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[tarjen's solution](#)

**365.**

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[tarjen's solution](#)

**366.**

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation  
[tarjen's solution](#)

**367.**

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math  
[tarjen's solution](#)

**368.**

1782B

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

Rating: 1000 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings  
[tarjen's solution](#)

**369.**

1770A

[Koxia and Whiteboards](#) · [Tutorial](#)

Quality: 25,246 global accepts · Rating: 1000 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy  
[tarjen's solution](#)

**370.**

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[tarjen's solution](#)

**371.**

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[tarjen's solution](#)

**372.**

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math  
[tarjen's solution](#)

**373.**

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,893 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[tarjen's solution](#)

**374.**

1761B

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

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[tarjen's solution](#)

**375.**

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,541 global accepts · Rating: 1000 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[tarjen's solution](#)

**376.**

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory, strings

[tarjen's solution](#)

**377.**

1725B

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

Quality: 28,281 global accepts · Rating: 1000 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[tarjen's solution](#)

**378.**

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,880 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[tarjen's solution](#)

**379.**

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,612 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[tarjen's solution](#)

**380.**

981B

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

Quality: 8,046 global accepts · Rating: 1000 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[tarjen's solution](#)

**381.**

1713B

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

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[tarjen's solution](#)

**382.**

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,924 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[tarjen's solution](#)

**383.**

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

[tarjen's solution](#)

**384.**

1690D

[Black and White Stripe](#) · [Tutorial](#)

Quality: 47,041 global accepts · Rating: 1000 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers  
[tarjen's solution](#)

**385.**

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,319 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers  
[tarjen's solution](#)

**386.**

1671B

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

Quality: 19,739 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings  
[tarjen's solution](#)

**387.**

888B

[Buggy Robot](#) · [Tutorial](#)

Quality: 10,724 global accepts · Rating: 1000 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[tarjen's solution](#)

**388.**

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[tarjen's solution](#)

**389.**

1632B

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

Quality: 31,539 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms  
[tarjen's solution](#)

**390.**

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1000 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings  
[tarjen's solution](#)

**391.**

1614B

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

Quality: 29,036 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings  
[tarjen's solution](#)

**392.**

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings  
[tarjen's solution](#)

**393.**

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy  
[tarjen's solution](#)

**394.**

1579E1

[Permutation Minimization by Deque](#) · [Tutorial](#)

Quality: 25,203 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[tarjen's solution](#)

**395.**

1359B

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

Quality: 29,385 global accepts · Rating: 1000 · first AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[tarjen's solution](#)

**396.**

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,728 global accepts · Rating: 1000 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[tarjen's solution](#)

**397.**

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,848 global accepts · Rating: 1000 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[tarjen's solution](#)

**398.**

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,036 global accepts · Rating: 1000 · first AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[tarjen's solution](#)

**399.**

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,942 global accepts · Rating: 1000 · first AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[tarjen's solution](#)

**400.**

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[tarjen's solution](#)

**401.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,253 global accepts · Rating: 1000 · first AC: 2017-08-29 · GNU C++ (first AC) · Tags: math

[tarjen's solution](#)

**402.**

816A

[Karen and Morning](#) · [Tutorial](#)

Quality: 9,709 global accepts · Rating: 1000 · first AC: 2017-08-19 · GNU C++ (first AC) · Tags: brute force, implementation

[tarjen's solution](#)

**403.**

2211B

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

Quality: 11,640 global accepts · Rating: 1100 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[tarjen's solution](#)

**404.**

2195C

[Dice Roll Sequence](#) · [Tutorial](#)

Quality: 20,540 global accepts · Rating: 1100 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[tarjen's solution](#)

**405.**

2183B

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

Quality: 16,179 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[tarjen's solution](#)

**406.**

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,924 global accepts · Rating: 1100 · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[tarjen's solution](#)

**407.**

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,120 global accepts · Rating: 1100 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy  
[tarjen's solution](#)

**408.**

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,804 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math  
[tarjen's solution](#)

**409.**

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,742 global accepts · Rating: 1100 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings  
[tarjen's solution](#)

**410.**

2064B

[Variety is Discouraged](#) · [Tutorial](#)

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers  
[tarjen's solution](#)

**411.**

2061B

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

Quality: 14,692 global accepts · Rating: 1100 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry  
[tarjen's solution](#)

**412.**

2063B

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

Quality: 23,195 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings  
[tarjen's solution](#)

**413.**

1496B

[Max and Mex](#) · [Tutorial](#)

Quality: 18,279 global accepts · Rating: 1100 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: math  
[tarjen's solution](#)

**414.**

1991B

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

Quality: 18,904 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[tarjen's solution](#)

**415.**

1994B

[Fun Game](#) · [Tutorial](#)

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

[tarjen's solution](#)

**416.**

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[tarjen's solution](#)

**417.**

1957B

[A BIT of a Construction](#) · [Tutorial](#)

Quality: 20,416 global accepts · Rating: 1100 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[tarjen's solution](#)

**418.**

1942B

[Bessie and MEX](#) · [Tutorial](#)

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

[tarjen's solution](#)

**419.**

1933C

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

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

[tarjen's solution](#)

**420.**

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,880 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[tarjen's solution](#)

**421.**

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings

[tarjen's solution](#)

**422.**

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,725 global accepts · Rating: 1100 · first AC: 2023-10-08 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, math

[tarjen's solution](#)

**423.**

1872C

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

Quality: 26,387 global accepts · Rating: 1100 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[tarjen's solution](#)

**424.**

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[tarjen's solution](#)

**425.**

1656B

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

Quality: 26,809 global accepts · Rating: 1100 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, two pointers

[tarjen's solution](#)

**426.**

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,714 global accepts · Rating: 1100 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math  
[tarjen's solution](#)

**427.**

1345B

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

Quality: 28,242 global accepts · Rating: 1100 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, math  
[tarjen's solution](#)

**428.**

1842B

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

Quality: 25,542 global accepts · Rating: 1100 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math  
[tarjen's solution](#)

**429.**

1529B

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

Quality: 21,221 global accepts · Rating: 1100 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings  
[tarjen's solution](#)

**430.**

1828C

[Counting Orders](#) · [Tutorial](#)

Rating: 1100 · first AC: 2023-05-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, sortings  
[tarjen's solution](#)

**431.**

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,500 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings, two pointers  
[tarjen's solution](#)

**432.**

1811C

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

Quality: 22,230 global accepts · Rating: 1100 · first AC: 2023-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy  
[tarjen's solution](#)

**433.**

1791G1

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

Quality: 33,924 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings  
[tarjen's solution](#)

**434.**

1791E

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

Quality: 41,290 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings  
[tarjen's solution](#)

**435.**

1821B

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

Quality: 28,336 global accepts · Rating: 1100 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy  
[tarjen's solution](#)

**436.**

1820B

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

Quality: 23,014 global accepts · Rating: 1100 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: math, strings, two pointers  
[tarjen's solution](#)

**437.**

1797B

[Li Hua and Pattern](#) · [Tutorial](#)

Quality: 24,619 global accepts · Rating: 1100 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[tarjen's solution](#)

**438.**

1807G2

[Subsequence Addition \(Hard Version\)](#) · [Tutorial](#)

Quality: 27,846 global accepts · Rating: 1100 · first AC: 2023-03-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings  
[tarjen's solution](#)

**439.**

1807G1

[Subsequence Addition \(Easy Version\)](#) · [Tutorial](#)

Quality: 22,250 global accepts · Rating: 1100 · first AC: 2023-03-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings  
[tarjen's solution](#)

**440.**

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings  
[tarjen's solution](#)

**441.**

1788B

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

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities  
[tarjen's solution](#)

**442.**

1787B

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

Quality: 14,892 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory  
[tarjen's solution](#)

**443.**

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,978 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory  
[tarjen's solution](#)

**444.**

1783B

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

Quality: 19,320 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[tarjen's solution](#)

**445.**

1708B

[Difference of GCDs](#) · [Tutorial](#)

Quality: 28,416 global accepts · Rating: 1100 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[tarjen's solution](#)

**446.**

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,803 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[tarjen's solution](#)

**447.**

1743C

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

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[tarjen's solution](#)

**448.**

1741C

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

Quality: 19,362 global accepts · Rating: 1100 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, two pointers  
[tarjen's solution](#)

**449.**

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,642 global accepts · Rating: 1100 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings  
[tarjen's solution](#)

**450.**

1726B

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

Quality: 16,854 global accepts · Rating: 1100 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math  
[tarjen's solution](#)

**451.**

1717B

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

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

**452.**

1070K

[Video Posts](#) · [Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[tarjen's solution](#)

**453.**

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,268 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[tarjen's solution](#)

**454.**

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation  
[tarjen's solution](#)

**455.**

1700B

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

Quality: 19,899 global accepts · Rating: 1100 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math  
[tarjen's solution](#)

**456.**

1685A

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

Quality: 18,594 global accepts · Rating: 1100 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings  
[tarjen's solution](#)

**457.**

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,412 global accepts · Rating: 1100 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[tarjen's solution](#)

**458.**

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[tarjen's solution](#)

**459.**

1673B

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

Quality: 21,779 global accepts · Rating: 1100 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings

[tarjen's solution](#)

**460.**

1426C

[Increase and Copy](#) · [Tutorial](#)

Quality: 20,544 global accepts · Rating: 1100 · first AC: 2022-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, math

[tarjen's solution](#)

**461.**

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,547 global accepts · Rating: 1100 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings

[tarjen's solution](#)

**462.**

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[tarjen's solution](#)

**463.**

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1100 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[tarjen's solution](#)

**464.**

1631B

[Fun with Even Subarrays](#) · [Tutorial](#)

Quality: 26,897 global accepts · Rating: 1100 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[tarjen's solution](#)

**465.**

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[tarjen's solution](#)

**466.**

1625B

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

Quality: 16,858 global accepts · Rating: 1100 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[tarjen's solution](#)

**467.**

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar,

implementation, sortings

[tarjen's solution](#)

**468.**

1604B

[XOR Specia-LIS-t](#) · [Tutorial](#)

Quality: 16,334 global accepts · Rating: 1100 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[tarjen's solution](#)

**469.**

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 1100 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[tarjen's solution](#)

**470.**

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,139 global accepts · Rating: 1100 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[tarjen's solution](#)

**471.**

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,888 global accepts · Rating: 1100 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[tarjen's solution](#)

**472.**

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[tarjen's solution](#)

**473.**

25B

[Phone numbers](#) · [Tutorial](#)

Quality: 11,255 global accepts · Rating: 1100 · first AC: 2017-08-30 · GNU C++ (first AC) · Tags: implementation

[tarjen's solution](#)

**474.**

12B

[Correct Solution?](#) · [Tutorial](#)

Quality: 9,672 global accepts · Rating: 1100 · first AC: 2017-08-29 · GNU C++ (first AC) · Tags: implementation, sortings

[tarjen's solution](#)

**475.**

845A

[Chess Tourney](#) · [Tutorial](#)

Quality: 8,479 global accepts · Rating: 1100 · first AC: 2017-08-21 · last AC: 2017-08-29 · GNU C++ (first AC) · Tags: implementation, sortings

[tarjen's solution](#)

**476.**

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,139 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[tarjen's solution](#)

**477.**

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,702 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[tarjen's solution](#)

**478.**

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,900 global accepts · Rating: 1200 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[tarjen's solution](#)

**479.**

2158B

[Split](#) · [Tutorial](#)

Quality: 13,951 global accepts · Rating: 1200 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[tarjen's solution](#)

**480.**

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,337 global accepts · Rating: 1200 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[tarjen's solution](#)

**481.**

2056C

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

Quality: 19,439 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[tarjen's solution](#)

**482.**

2053B

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

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[tarjen's solution](#)

**483.**

2046A

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

Quality: 16,814 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[tarjen's solution](#)

**484.**

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[tarjen's solution](#)

**485.**

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,179 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[tarjen's solution](#)

**486.**

2039C1

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

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

[tarjen's solution](#)

**487.**

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,820 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[tarjen's solution](#)

**488.**

2020B

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

Quality: 21,668 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[tarjen's solution](#)

**489.**

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,708 global accepts · Rating: 1200 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[tarjen's solution](#)

**490.**

2005B2

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

Quality: 21,686 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[tarjen's solution](#)

**491.**

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2024-09-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[tarjen's solution](#)

**492.**

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,840 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers

[tarjen's solution](#)

**493.**

2002C

[Black Circles](#) · [Tutorial](#)

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

[tarjen's solution](#)

**494.**

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[tarjen's solution](#)

**495.**

1975C

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

Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[tarjen's solution](#)

**496.**

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

[tarjen's solution](#)

**497.**

1933D

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

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

[tarjen's solution](#)

**498.**

1916C

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

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

[tarjen's solution](#)

**499.**

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation  
[tarjen's solution](#)

**500.**

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings  
[tarjen's solution](#)

**501.**

1874A

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

Quality: 19,388 global accepts · Rating: 1200 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation  
[tarjen's solution](#)

**502.**

1870B

[Friendly Arrays](#) · [Tutorial](#)

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

**503.**

1872D

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

Quality: 38,835 global accepts · Rating: 1200 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: math  
[tarjen's solution](#)

**504.**

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings  
[tarjen's solution](#)

**505.**

1857C

[Assembly via Minimums](#) · [Tutorial](#)

Quality: 41,763 global accepts · Rating: 1200 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[tarjen's solution](#)

**506.**

725B

[Food on the Plane](#) · [Tutorial](#)

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[tarjen's solution](#)

**507.**

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,693 global accepts · Rating: 1200 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees  
[tarjen's solution](#)

**508.**

1834C

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

Quality: 15,044 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math, strings  
[tarjen's solution](#)

**509.**

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,399 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation  
[tarjen's solution](#)

**510.**

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2023-04-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, implementation  
[tarjen's solution](#)

**511.**

1799B

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

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[tarjen's solution](#)

**512.**

1642C

[Great Sequence](#) · [Tutorial](#)

Rating: 1200 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[tarjen's solution](#)

**513.**

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings  
[tarjen's solution](#)

**514.**

842A

[Kirill And The Game](#) · [Tutorial](#)

Quality: 11,231 global accepts · Rating: 1200 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, two pointers  
[tarjen's solution](#)

**515.**

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,536 global accepts · Rating: 1200 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: games  
[tarjen's solution](#)

**516.**

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 1200 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[tarjen's solution](#)

**517.**

1738B

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

Quality: 18,795 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[tarjen's solution](#)

**518.**

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,938 global accepts · Rating: 1200 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings  
[tarjen's solution](#)

**519.**

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,637 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[tarjen's solution](#)

**520.**

1729D

[Friends and the Restaurant](#) · [Tutorial](#)

Quality: 30,756 global accepts · Rating: 1200 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers  
[tarjen's solution](#)

**521.**

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[tarjen's solution](#)

**522.**

1713C

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

Quality: 18,874 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math  
[tarjen's solution](#)

**523.**

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,798 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings  
[tarjen's solution](#)

**524.**

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2022-06-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[tarjen's solution](#)

**525.**

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,732 global accepts · Rating: 1200 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings  
[tarjen's solution](#)

**526.**

1679B

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

Quality: 27,437 global accepts · Rating: 1200 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation  
[tarjen's solution](#)

**527.**

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,391 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math  
[tarjen's solution](#)

**528.**

1657C

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

Quality: 17,685 global accepts · Rating: 1200 · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[tarjen's solution](#)

**529.**

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,514 global accepts · Rating: 1200 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, hashing, implementation, sortings  
[tarjen's solution](#)

**530.**

1635C

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

Quality: 25,138 global accepts · Rating: 1200 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[tarjen's solution](#)

**531.**

1637C

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

Quality: 18,745 global accepts · Rating: 1200 · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[tarjen's solution](#)

**532.**

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,719 global accepts · Rating: 1200 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search  
[tarjen's solution](#)

**533.**

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,942 global accepts · Rating: 1200 · first AC: 2022-01-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math  
[tarjen's solution](#)

**534.**

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,720 global accepts · Rating: 1200 · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[tarjen's solution](#)

**535.**

1608B

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

Quality: 12,487 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[tarjen's solution](#)

**536.**

1586B

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

Rating: 1200 · first AC: 2021-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees  
[tarjen's solution](#)

**537.**

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,348 global accepts · Rating: 1200 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings  
[tarjen's solution](#)

**538.**

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings  
[tarjen's solution](#)

**539.**

1581B

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

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math  
[tarjen's solution](#)

**540.**

27A

[Next Test](#) · [Tutorial](#)

Quality: 23,006 global accepts · Rating: 1200 · first AC: 2017-08-30 · GNU C++ (first AC) · Tags: implementation, sortings

[tarjen's solution](#)

**541.**

23A

[You're Given a String... · Tutorial](#)

Quality: 6,303 global accepts · Rating: 1200 · first AC: 2017-08-29 · GNU C++ (first AC) · Tags: brute force, greedy

[tarjen's solution](#)

**542.**

2211C1

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

Quality: 9,116 global accepts · Rating: 1300 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[tarjen's solution](#)

**543.**

2187A

[Restricted Sorting · Tutorial](#)

Quality: 15,871 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[tarjen's solution](#)

**544.**

2172M

[Maximum Distance To Port · Tutorial](#)

Quality: 5,820 global accepts · Rating: 1300 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[tarjen's solution](#)

**545.**

2165A

[Cyclic Merging · Tutorial](#)

Quality: 14,120 global accepts · Rating: 1300 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[tarjen's solution](#)

**546.**

2152B

[Catching the Krug · Tutorial](#)

Quality: 12,857 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games

[tarjen's solution](#)

**547.**

2146C

[Wrong Binary Search · Tutorial](#)

Quality: 13,312 global accepts · Rating: 1300 · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms

[tarjen's solution](#)

**548.**

2112C

[Coloring Game · Tutorial](#)

Quality: 17,736 global accepts · Rating: 1300 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[tarjen's solution](#)

**549.**

1601A

[Array Elimination · Tutorial](#)

Quality: 21,097 global accepts · Rating: 1300 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[tarjen's solution](#)

**550.**

2108B

[SUMdamental Decomposition · Tutorial](#)

Quality: 14,544 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[tarjen's solution](#)

**551.**

2073L

[Boarding Queue](#) · [Tutorial](#)

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

[tarjen's solution](#)

**552.**

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[tarjen's solution](#)

**553.**

2056B

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

Quality: 17,923 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[tarjen's solution](#)

**554.**

2041A

[The Bento Box Adventure](#) · [Tutorial](#)

Quality: 11,298 global accepts · Rating: 1300 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[tarjen's solution](#)

**555.**

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[tarjen's solution](#)

**556.**

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

[tarjen's solution](#)

**557.**

2021C1

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

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

[tarjen's solution](#)

**558.**

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[tarjen's solution](#)

**559.**

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[tarjen's solution](#)

**560.**

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[tarjen's solution](#)

**561.**

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,532 global accepts · Rating: 1300 · first AC: 2024-02-10 · PyPy 3-64 (first AC) · Tags: data structures, greedy, math  
[tarjen's solution](#)

**562.**

1927D

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

Quality: 33,183 global accepts · Rating: 1300 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers  
[tarjen's solution](#)

**563.**

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math  
[tarjen's solution](#)

**564.**

1889A

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

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

**565.**

1870C

[Colorful Table](#) · [Tutorial](#)

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

**566.**

1322A

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

Quality: 12,888 global accepts · Rating: 1300 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[tarjen's solution](#)

**567.**

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory  
[tarjen's solution](#)

**568.**

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,323 global accepts · Rating: 1300 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings, trees  
[tarjen's solution](#)

**569.**

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math  
[tarjen's solution](#)

**570.**

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math  
[tarjen's solution](#)

**571.**

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,229 global accepts · Rating: 1300 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math  
[tarjen's solution](#)

**572.**

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,682 global accepts · Rating: 1300 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings  
[tarjen's solution](#)

**573.**

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2023-06-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[tarjen's solution](#)

**574.**

586B

[Laurenty and Shop](#) · [Tutorial](#)

Quality: 5,239 global accepts · Rating: 1300 · first AC: 2023-05-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[tarjen's solution](#)

**575.**

1823C

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

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory  
[tarjen's solution](#)

**576.**

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-04-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings  
[tarjen's solution](#)

**577.**

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,205 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings  
[tarjen's solution](#)

**578.**

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy  
[tarjen's solution](#)

**579.**

1815A

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

Quality: 15,975 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[tarjen's solution](#)

**580.**

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,776 global accepts · Rating: 1300 · first AC: 2023-03-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, interactive  
[tarjen's solution](#)

**581.**

1776H

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

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

[tarjen's solution](#)

**582.**

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,469 global accepts · Rating: 1300 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[tarjen's solution](#)

**583.**

1778B

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

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[tarjen's solution](#)

**584.**

1556B

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

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[tarjen's solution](#)

**585.**

1775B

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

Quality: 20,738 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[tarjen's solution](#)

**586.**

1768C

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

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[tarjen's solution](#)

**587.**

1753A1

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

Quality: 16,453 global accepts · Rating: 1300 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[tarjen's solution](#)

**588.**

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[tarjen's solution](#)

**589.**

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[tarjen's solution](#)

**590.**

1746C

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

Quality: 14,101 global accepts · Rating: 1300 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[tarjen's solution](#)

**591.**

1741D

[Masha and a Beautiful Tree](#) · [Tutorial](#)

Quality: 18,341 global accepts · Rating: 1300 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[tarjen's solution](#)

**592.**

1736C1

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

Quality: 16,529 global accepts · Rating: 1300 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, schedules, two pointers

[tarjen's solution](#)

**593.**

1737B

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

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

[tarjen's solution](#)

**594.**

1733C

[Parity Shuffle Sorting · Tutorial](#)

Quality: 17,102 global accepts · Rating: 1300 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[tarjen's solution](#)

**595.**

1726C

[Jatayu's Balanced Bracket Sequence · Tutorial](#)

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[tarjen's solution](#)

**596.**

1717C

[Madoka and Formal Statement · Tutorial](#)

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

[tarjen's solution](#)

**597.**

1070D

[Garbage Disposal · Tutorial](#)

Quality: 5,235 global accepts · Rating: 1300 · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[tarjen's solution](#)

**598.**

1711B

[Party · Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs

[tarjen's solution](#)

**599.**

1698C

[3SUM Closure · Tutorial](#)

Quality: 19,752 global accepts · Rating: 1300 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[tarjen's solution](#)

**600.**

1694C

[Directional Increase · Tutorial](#)

Rating: 1300 · first AC: 2022-06-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[tarjen's solution](#)

**601.**

1668C

[Make it Increasing · Tutorial](#)

Rating: 1300 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[tarjen's solution](#)

**602.**

1650D

[Twist the Permutation · Tutorial](#)

Quality: 14,710 global accepts · Rating: 1300 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[tarjen's solution](#)

**603.**

1649B

[Game of Ball Passing](#) · [Tutorial](#)

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[tarjen's solution](#)

**604.**

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, math

[tarjen's solution](#)

**605.**

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings

[tarjen's solution](#)

**606.**

4C

[Registration System](#) · [Tutorial](#)

Quality: 108,168 global accepts · Rating: 1300 · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, implementation

[tarjen's solution](#)

**607.**

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings

[tarjen's solution](#)

**608.**

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[tarjen's solution](#)

**609.**

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,401 global accepts · Rating: 1300 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, two pointers

[tarjen's solution](#)

**610.**

1604C

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

Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[tarjen's solution](#)

**611.**

1594E1

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

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[tarjen's solution](#)

**612.**

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,883 global accepts · Rating: 1300 · first AC: 2017-08-30 · GNU C++ (first AC) · Tags: brute force

[tarjen's solution](#)

**613.**

2190B1

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

Quality: 10,681 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[tarjen's solution](#)

## 614.

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,067 global accepts · Rating: 1400 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy

[tarjen's solution](#)

## 615.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,226 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[tarjen's solution](#)

## 616.

2066A

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

Quality: 7,173 global accepts · Rating: 1400 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive

[tarjen's solution](#)

## 617.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,248 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[tarjen's solution](#)

## 618.

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,218 global accepts · Rating: 1400 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[tarjen's solution](#)

## 619.

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[tarjen's solution](#)

## 620.

2020C

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

Quality: 18,299 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[tarjen's solution](#)

## 621.

2000E

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

Quality: 16,224 global accepts · Rating: 1400 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, math

[tarjen's solution](#)

## 622.

1967B1

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

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

[tarjen's solution](#)

## 623.

1967A

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

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

[tarjen's solution](#)

**624.**

1965A

[Everything Nim](#) · [Tutorial](#)

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

[tarjen's solution](#)

**625.**

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[tarjen's solution](#)

**626.**

1190A

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[tarjen's solution](#)

**627.**

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[tarjen's solution](#)

**628.**

1927E

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

Quality: 17,057 global accepts · Rating: 1400 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, two pointers

[tarjen's solution](#)

**629.**

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,667 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[tarjen's solution](#)

**630.**

1919C

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

Quality: 28,588 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[tarjen's solution](#)

**631.**

1888C

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

Rating: 1400 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[tarjen's solution](#)

**632.**

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[tarjen's solution](#)

**633.**

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,600 global accepts · Rating: 1400 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[tarjen's solution](#)

**634.**

1893A

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

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[tarjen's solution](#)

**635.**

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[tarjen's solution](#)

**636.**

1887A1

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

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[tarjen's solution](#)

**637.**

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,470 global accepts · Rating: 1400 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[tarjen's solution](#)

**638.**

1276A

[As Simple as One and Two](#) · [Tutorial](#)

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[tarjen's solution](#)

**639.**

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[tarjen's solution](#)

**640.**

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,661 global accepts · Rating: 1400 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math, sortings

[tarjen's solution](#)

**641.**

1866B

[Battling with Numbers](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[tarjen's solution](#)

**642.**

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[tarjen's solution](#)

**643.**

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[tarjen's solution](#)

**644.**

1838C

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

Quality: 17,322 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[tarjen's solution](#)

**645.**

1830A

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

Quality: 20,325 global accepts · Rating: 1400 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[tarjen's solution](#)

**646.**

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,977 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[tarjen's solution](#)

**647.**

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,084 global accepts · Rating: 1400 · first AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[tarjen's solution](#)

**648.**

1824A

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

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[tarjen's solution](#)

**649.**

1762C

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

Quality: 10,166 global accepts · Rating: 1400 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[tarjen's solution](#)

**650.**

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[tarjen's solution](#)

**651.**

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[tarjen's solution](#)

**652.**

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[tarjen's solution](#)

**653.**

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1400 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[tarjen's solution](#)

**654.**

1733D1

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

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[tarjen's solution](#)

**655.**

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,531 global accepts · Rating: 1400 · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[tarjen's solution](#)

**656.**

1728C

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

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[tarjen's solution](#)

**657.**

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers

[tarjen's solution](#)

**658.**

981C

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation, trees

[tarjen's solution](#)

**659.**

1705C

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

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[tarjen's solution](#)

**660.**

1701C

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

Quality: 23,844 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[tarjen's solution](#)

**661.**

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[tarjen's solution](#)

**662.**

1697C

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

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[tarjen's solution](#)

**663.**

1691C

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

Quality: 17,222 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[tarjen's solution](#)

**664.**

1682C

[LIS or Reverse LIS? · Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[tarjen's solution](#)

**665.**

1684C

[Column Swapping · Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[tarjen's solution](#)

**666.**

1679C

[Rooks Defenders · Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[tarjen's solution](#)

**667.**

1670C

[Where is the Pizza? · Tutorial](#)

Quality: 10,993 global accepts · Rating: 1400 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[tarjen's solution](#)

**668.**

1654C

[Alice and the Cake · Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[tarjen's solution](#)

**669.**

1649C

[Weird Sum · Tutorial](#)

Rating: 1400 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, matrices

[tarjen's solution](#)

**670.**

888C

[K-Dominant Character · Tutorial](#)

Quality: 8,985 global accepts · Rating: 1400 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[tarjen's solution](#)

**671.**

1644C

[Increase Subarray Sums · Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[tarjen's solution](#)

**672.**

1634B

[Fortune Telling · Tutorial](#)

Quality: 22,303 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[tarjen's solution](#)

**673.**

1629C

[Meximum Array · Tutorial](#)

Rating: 1400 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers

[tarjen's solution](#)

**674.**

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[tarjen's solution](#)

**675.**

1605C

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

Quality: 18,856 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, strings

[tarjen's solution](#)

**676.**

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,425 global accepts · Rating: 1400 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[tarjen's solution](#)

**677.**

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-20 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation

[tarjen's solution](#)

**678.**

2195E

[Idiot First Search](#) · [Tutorial](#)

Quality: 8,557 global accepts · Rating: 1500 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[tarjen's solution](#)

**679.**

2183D1

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

Quality: 8,857 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[tarjen's solution](#)

**680.**

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,671 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers

[tarjen's solution](#)

**681.**

2146D1

[Max Sum OR \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,463 global accepts · Rating: 1500 · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[tarjen's solution](#)

**682.**

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,750 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[tarjen's solution](#)

**683.**

2115A

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

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

[tarjen's solution](#)

**684.**

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

[tarjen's solution](#)

**685.**

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,686 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

[tarjen's solution](#)

**686.**

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,582 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[tarjen's solution](#)

**687.**

2053C

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

Quality: 12,335 global accepts · Rating: 1500 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[tarjen's solution](#)

**688.**

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,642 global accepts · Rating: 1500 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[tarjen's solution](#)

**689.**

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,632 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

[tarjen's solution](#)

**690.**

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,228 global accepts · Rating: 1500 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: math

[tarjen's solution](#)

**691.**

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,899 global accepts · Rating: 1500 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[tarjen's solution](#)

**692.**

1924A

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

Quality: 16,753 global accepts · Rating: 1500 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[tarjen's solution](#)

**693.**

1933E

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

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

[tarjen's solution](#)

**694.**

1326D1

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

Quality: 13,295 global accepts · Rating: 1500 · first AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: hashing, string suffix structures, strings

[tarjen's solution](#)

**695.**

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[tarjen's solution](#)

**696.**

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[tarjen's solution](#)

**697.**

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[tarjen's solution](#)

**698.**

1872E

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

Quality: 21,382 global accepts · Rating: 1500 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp

[tarjen's solution](#)

**699.**

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,844 global accepts · Rating: 1500 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[tarjen's solution](#)

**700.**

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, strings

[tarjen's solution](#)

**701.**

1842C

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

Quality: 16,496 global accepts · Rating: 1500 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: dp

[tarjen's solution](#)

**702.**

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[tarjen's solution](#)

**703.**

1545A

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

Quality: 14,885 global accepts · Rating: 1500 · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[tarjen's solution](#)

## 704.

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,530 global accepts · Rating: 1500 · first AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures

[tarjen's solution](#)

## 705.

1817A

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

Quality: 12,757 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[tarjen's solution](#)

## 706.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[tarjen's solution](#)

## 707.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,555 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[tarjen's solution](#)

## 708.

1753A2

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

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[tarjen's solution](#)

## 709.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[tarjen's solution](#)

## 710.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[tarjen's solution](#)

## 711.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[tarjen's solution](#)

## 712.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[tarjen's solution](#)

## 713.

1732D1

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

Quality: 9,902 global accepts · Rating: 1500 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, number theory

[tarjen's solution](#)

**714.**

1737C

[Ela and Crickets](#) · [Tutorial](#)

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

[tarjen's solution](#)

**715.**

1738C

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

Quality: 12,778 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math

[tarjen's solution](#)

**716.**

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[tarjen's solution](#)

**717.**

1070H

[BerOS File Suggestion](#) · [Tutorial](#)

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[tarjen's solution](#)

**718.**

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[tarjen's solution](#)

**719.**

1711C

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

Rating: 1500 · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[tarjen's solution](#)

**720.**

1690E

[Price Maximization](#) · [Tutorial](#)

Quality: 16,988 global accepts · Rating: 1500 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[tarjen's solution](#)

**721.**

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,013 global accepts · Rating: 1500 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[tarjen's solution](#)

**722.**

1651C

[Fault-tolerant Network](#) · [Tutorial](#)

Quality: 11,584 global accepts · Rating: 1500 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[tarjen's solution](#)

**723.**

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,517 global accepts · Rating: 1500 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[tarjen's solution](#)

**724.**

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,602 global accepts · Rating: 1500 · first AC: 2022-02-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[tarjen's solution](#)

**725.**

1631C

[And Matching](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[tarjen's solution](#)

**726.**

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[tarjen's solution](#)

**727.**

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,536 global accepts · Rating: 1500 · first AC: 2021-12-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[tarjen's solution](#)

**728.**

1538F

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

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, math, number theory

[tarjen's solution](#)

**729.**

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

[tarjen's solution](#)

**730.**

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[tarjen's solution](#)

**731.**

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[tarjen's solution](#)

**732.**

1269B

[Modulo Equality](#) · [Tutorial](#)

Quality: 9,616 global accepts · Rating: 1500 · first AC: 2020-01-16 · GNU C++11 (first AC) · Tags: brute force, sortings

[tarjen's solution](#)

**733.**

2207C

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

Quality: 5,449 global accepts · Rating: 1600 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, math

[tarjen's solution](#)

**734.**

2207B

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

Quality: 5,814 global accepts · Rating: 1600 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings  
[tarjen's solution](#)

**735.**

2172F

[Cluster Computing System](#) · [Tutorial](#)

Quality: 3,893 global accepts · Rating: 1600 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, math  
[tarjen's solution](#)

**736.**

2061D

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

Quality: 10,785 global accepts · Rating: 1600 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures  
[tarjen's solution](#)

**737.**

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,961 global accepts · Rating: 1600 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp  
[tarjen's solution](#)

**738.**

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  
[tarjen's solution](#)

**739.**

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,241 global accepts · Rating: 1600 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[tarjen's solution](#)

**740.**

2040C

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers  
[tarjen's solution](#)

**741.**

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  
[tarjen's solution](#)

**742.**

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  
[tarjen's solution](#)

**743.**

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,541 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers  
[tarjen's solution](#)

**744.**

1957C

[How Does the Rook Move? · Tutorial](#)

Quality: 11,938 global accepts · Rating: 1600 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[tarjen's solution](#)

**745.**

1938H

[Pho Restaurant · Tutorial](#)

Quality: 2,679 global accepts · Rating: 1600 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**746.**

1920C

[Partitioning the Array · Tutorial](#)

Quality: 19,924 global accepts · Rating: 1600 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory  
[tarjen's solution](#)

**747.**

1917C

[Watering an Array · Tutorial](#)

Quality: 12,388 global accepts · Rating: 1600 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math  
[tarjen's solution](#)

**748.**

1519D

[Maximum Sum of Products · Tutorial](#)

Quality: 17,632 global accepts · Rating: 1600 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math, two pointers  
[tarjen's solution](#)

**749.**

1857F

[Sum and Product · Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math  
[tarjen's solution](#)

**750.**

1856C

[To Become Max · Tutorial](#)

Quality: 18,332 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp  
[tarjen's solution](#)

**751.**

1344A

[Hilbert's Hotel · Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory, sortings  
[tarjen's solution](#)

**752.**

725C

[Hidden Word · Tutorial](#)

Quality: 2,885 global accepts · Rating: 1600 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, strings  
[tarjen's solution](#)

**753.**

1849C

[Binary String Copying · Tutorial](#)

Quality: 12,533 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings  
[tarjen's solution](#)

**754.**

1843E

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

Quality: 17,808 global accepts · Rating: 1600 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[tarjen's solution](#)

**755.**

1529C

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

Rating: 1600 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[tarjen's solution](#)

**756.**

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,412 global accepts · Rating: 1600 · first AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[tarjen's solution](#)

**757.**

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[tarjen's solution](#)

**758.**

1798D

[Shocking Arrangement](#) · [Tutorial](#)

Quality: 14,080 global accepts · Rating: 1600 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[tarjen's solution](#)

**759.**

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,126 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, strings

[tarjen's solution](#)

**760.**

1787C

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

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[tarjen's solution](#)

**761.**

1782C

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

Rating: 1600 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[tarjen's solution](#)

**762.**

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[tarjen's solution](#)

**763.**

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,446 global accepts · Rating: 1600 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[tarjen's solution](#)

**764.**

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy  
[tarjen's solution](#)

**765.**

1753B

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

Quality: 14,997 global accepts · Rating: 1600 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[tarjen's solution](#)

**766.**

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers  
[tarjen's solution](#)

**767.**

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,548 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[tarjen's solution](#)

**768.**

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,798 global accepts · Rating: 1600 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: dp  
[tarjen's solution](#)

**769.**

1730B

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

Quality: 17,262 global accepts · Rating: 1600 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search  
[tarjen's solution](#)

**770.**

1714D

[Color with Occurrences](#) · [Tutorial](#)

Quality: 10,325 global accepts · Rating: 1600 · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings  
[tarjen's solution](#)

**771.**

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,087 global accepts · Rating: 1600 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive  
[tarjen's solution](#)

**772.**

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,477 global accepts · Rating: 1600 · first AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees  
[tarjen's solution](#)

**773.**

1688D

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

Rating: 1600 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math  
[tarjen's solution](#)

**774.**

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[tarjen's solution](#)

**775.**

1677A

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

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[tarjen's solution](#)

**776.**

1671D

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

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[tarjen's solution](#)

**777.**

1658D1

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

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[tarjen's solution](#)

**778.**

888D

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

Quality: 10,504 global accepts · Rating: 1600 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[tarjen's solution](#)

**779.**

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,700 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[tarjen's solution](#)

**780.**

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,073 global accepts · Rating: 1600 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[tarjen's solution](#)

**781.**

1514C

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

Quality: 18,292 global accepts · Rating: 1600 · first AC: 2022-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[tarjen's solution](#)

**782.**

1623C

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

Quality: 14,314 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[tarjen's solution](#)

**783.**

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, math

[tarjen's solution](#)

**784.**

1504C

[Balance the Bits](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[tarjen's solution](#)

**785.**

1604D

[Moderate Modular Mode](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[tarjen's solution](#)

**786.**

1593E

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

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[tarjen's solution](#)

**787.**

1353D

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

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[tarjen's solution](#)

**788.**

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-09-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[tarjen's solution](#)

**789.**

1566D2

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

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2021-09-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[tarjen's solution](#)

**790.**

1567C

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

Quality: 13,155 global accepts · Rating: 1600 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[tarjen's solution](#)

**791.**

23B

[Party](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 1600 · first AC: 2017-08-29 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, math

[tarjen's solution](#)

**792.**

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[tarjen's solution](#)

**793.**

2152D

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

Quality: 6,756 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[tarjen's solution](#)

**794.**

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,490 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[tarjen's solution](#)

**795.**

2112D

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

Quality: 9,442 global accepts · Rating: 1700 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[tarjen's solution](#)

**796.**

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[tarjen's solution](#)

**797.**

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[tarjen's solution](#)

**798.**

2052F

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

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, graphs

[tarjen's solution](#)

**799.**

2045A

[Scrambled Scrabble](#) · [Tutorial](#)

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[tarjen's solution](#)

**800.**

2041D

[Drunk Maze](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 1700 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[tarjen's solution](#)

**801.**

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

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

[tarjen's solution](#)

**802.**

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,677 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[tarjen's solution](#)

**803.**

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[tarjen's solution](#)

**804.**

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[tarjen's solution](#)

**805.**

2006A

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

Quality: 9,370 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

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**806.**

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

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**807.**

1984C2

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**808.**

1975D

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**809.**

1973C

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**810.**

1969C

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**811.**

1942C2

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**812.**

1936A

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**813.**

1930C

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**814.**

1916D

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**815.**

1896D

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**816.**

1893B

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**817.**

1889B

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**818.**

1879D

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Quality: 10,494 global accepts · Rating: 1700 · first AC: 2023-09-25 · last AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[tarjen's solution](#)

**819.**

1267E

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[tarjen's solution](#)

**820.**

1254A

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Quality: 5,515 global accepts · Rating: 1700 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[tarjen's solution](#)

**821.**

1320B

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**822.**

1864D

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Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

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**823.**

1529D

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**824.**

1835A

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Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

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**825.**

915C

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Quality: 7,554 global accepts · Rating: 1700 · first AC: 2023-06-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

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**826.**

1833F

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Quality: 10,142 global accepts · Rating: 1700 · first AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

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**827.**

585B

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Quality: 3,810 global accepts · Rating: 1700 · first AC: 2023-05-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[tarjen's solution](#)

**828.**

586D

[Phillip and Trains](#) · [Tutorial](#)

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**829.**

1810D

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Quality: 8,543 global accepts · Rating: 1700 · first AC: 2023-04-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

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**830.**

1814B

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**831.**

1798C

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**832.**

1807F

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**833.**

1799C

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**834.**

1776F

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**835.**

1777C

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**836.**

1783C

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**837.**

1779D

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Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

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**838.**

1770C

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**839.**

1731C

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**840.**

1731D

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**841.**

1765D

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**842.**

1743D

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1735D

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**844.**

1714G

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1715C

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**846.**

1699C

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Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

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1672D

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**848.**

1700C

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Quality: 12,165 global accepts · Rating: 1700 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

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**849.**

1695C

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Quality: 14,057 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

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**850.**

1694D

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**851.**

1688C

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1690F

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**853.**

1681D

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**854.**

1684D

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**855.**

1677B

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Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

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1670D

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**857.**

1658C

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**858.**

1644D

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**859.**

1629D

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Rating: 1700 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

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**860.**

1626C

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1625C

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Quality: 13,291 global accepts · Rating: 1700 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

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Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, interactive, math

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**863.**

1516C

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**864.**

1504D

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Rating: 1700 · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, graphs, interactive

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**865.**

1538D

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Quality: 15,269 global accepts · Rating: 1700 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

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**866.**

1608C

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Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

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**867.**

1594D

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Quality: 9,399 global accepts · Rating: 1700 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

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**868.**

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,134 global accepts · Rating: 1700 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

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**869.**

1580A

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**870.**

1579E2

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Quality: 7,368 global accepts · Rating: 1700 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

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**871.**

1579F

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**872.**

1359C

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Quality: 15,299 global accepts · Rating: 1700 · first AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

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**873.**

2211C2

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**874.**

2187B

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**875.**

2172B

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**876.**

2153D

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Quality: 6,294 global accepts · Rating: 1800 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy  
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**877.**

2043D

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Quality: 7,680 global accepts · Rating: 1800 · first AC: 2024-12-24 · last AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory  
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**878.**

2045M

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**879.**

2042C

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**880.**

2039C2

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**881.**

1750D

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**882.**

2020D

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**883.**

2005C

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Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings  
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**884.**

2006B

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**885.**

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, games  
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**886.**

1965B

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**887.**

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs  
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**888.**

1935C

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**889.**

1190B

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Quality: 6,831 global accepts · Rating: 1800 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: games  
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**890.**

1930D1

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

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings  
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**891.**

1923D

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Quality: 8,364 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers  
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**892.**

1912K

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**893.**

1326D2

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Quality: 11,758 global accepts · Rating: 1800 · first AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings  
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**894.**

1870D

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**895.**

1740E

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Quality: 5,077 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

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**896.**

1267J

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**897.**

1267L

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Quality: 3,358 global accepts · Rating: 1800 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

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**898.**

1254B1

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**899.**

1872F

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

[tarjen's solution](#)

**900.**

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[tarjen's solution](#)

**901.**

725D

[Contest Balloons](#) · [Tutorial](#)

Quality: 3,093 global accepts · Rating: 1800 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[tarjen's solution](#)

**902.**

1852B

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

Quality: 5,461 global accepts · Rating: 1800 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[tarjen's solution](#)

**903.**

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,241 global accepts · Rating: 1800 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

[tarjen's solution](#)

**904.**

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,014 global accepts · Rating: 1800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[tarjen's solution](#)

**905.**

1833G

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

Quality: 6,390 global accepts · Rating: 1800 · first AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees

[tarjen's solution](#)

**906.**

585A

[Gennady the Dentist](#) · [Tutorial](#)

Quality: 4,476 global accepts · Rating: 1800 · first AC: 2023-05-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[tarjen's solution](#)

**907.**

586C

[Gennady the Dentist](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-05-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[tarjen's solution](#)

**908.**

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[tarjen's solution](#)

**909.**

1780D

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

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

[tarjen's solution](#)

**910.**

1782D

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

Rating: 1800 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[tarjen's solution](#)

**911.**

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,598 global accepts · Rating: 1800 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[tarjen's solution](#)

**912.**

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[tarjen's solution](#)

**913.**

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[tarjen's solution](#)

**914.**

1768D

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

Quality: 9,007 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[tarjen's solution](#)

**915.**

1732C1

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

Quality: 7,577 global accepts · Rating: 1800 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[tarjen's solution](#)

**916.**

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[tarjen's solution](#)

**917.**

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,916 global accepts · Rating: 1800 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: interactive, probabilities

[tarjen's solution](#)

**918.**

1728D

[Letter Picking](#) · [Tutorial](#)

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

[tarjen's solution](#)

**919.**

1725H

[Hot Black Hot White](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[tarjen's solution](#)

**920.**

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 1800 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

[tarjen's solution](#)

**921.**

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,920 global accepts · Rating: 1800 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[tarjen's solution](#)

**922.**

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[tarjen's solution](#)

**923.**

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[tarjen's solution](#)

**924.**

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[tarjen's solution](#)

**925.**

1713D

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

Quality: 6,231 global accepts · Rating: 1800 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[tarjen's solution](#)

**926.**

1705D

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

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[tarjen's solution](#)

**927.**

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1800 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[tarjen's solution](#)

**928.**

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[tarjen's solution](#)

**929.**

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry

[tarjen's solution](#)

**930.**

1649D

[Integral Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math, sortings

[tarjen's solution](#)

**931.**

888E

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

Quality: 9,202 global accepts · Rating: 1800 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[tarjen's solution](#)

**932.**

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[tarjen's solution](#)

**933.**

1426E

[Rock, Paper, Scissors](#) · [Tutorial](#)

Quality: 8,138 global accepts · Rating: 1800 · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

[tarjen's solution](#)

**934.**

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[tarjen's solution](#)

**935.**

1631D

[Range and Partition](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers  
[tarjen's solution](#)

**936.**

1572A

[Book](#) · [Tutorial](#)

Quality: 10,433 global accepts · Rating: 1800 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings  
[tarjen's solution](#)

**937.**

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math  
[tarjen's solution](#)

**938.**

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,902 global accepts · Rating: 1900 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math  
[tarjen's solution](#)

**939.**

2190B2

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

Quality: 3,181 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, implementation, strings  
[tarjen's solution](#)

**940.**

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,256 global accepts · Rating: 1900 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math  
[tarjen's solution](#)

**941.**

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 1900 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, sortings  
[tarjen's solution](#)

**942.**

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers  
[tarjen's solution](#)

**943.**

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,623 global accepts · Rating: 1900 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths  
[tarjen's solution](#)

**944.**

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math  
[tarjen's solution](#)

**945.**

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[tarjen's solution](#)

**946.**

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: 1900 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, strings

[tarjen's solution](#)

**947.**

2073A

[Control Towers](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 1900 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[tarjen's solution](#)

**948.**

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[tarjen's solution](#)

**949.**

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[tarjen's solution](#)

**950.**

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[tarjen's solution](#)

**951.**

2052E

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

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2024-12-18 · PyPy 3 (first AC) · Tags: brute force, expression parsing, strings

[tarjen's solution](#)

**952.**

2040D

[Non Prime Tree](#) · [Tutorial](#)

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

[tarjen's solution](#)

**953.**

993B

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

Quality: 2,052 global accepts · Rating: 1900 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force

[tarjen's solution](#)

**954.**

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,239 global accepts · Rating: 1900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[tarjen's solution](#)

**955.**

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

[tarjen's solution](#)

**956.**

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

[tarjen's solution](#)

**957.**

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

[tarjen's solution](#)

**958.**

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,452 global accepts · Rating: 1900 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[tarjen's solution](#)

**959.**

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[tarjen's solution](#)

**960.**

2000F

[Color Rows and Columns](#) · [Tutorial](#)

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

[tarjen's solution](#)

**961.**

2002D1

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

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

[tarjen's solution](#)

**962.**

1998C

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

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

[tarjen's solution](#)

**963.**

1991E

[Coloring Game](#) · [Tutorial](#)

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

[tarjen's solution](#)

**964.**

1991D

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

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

[tarjen's solution](#)

**965.**

1994D

[Funny Game](#) · [Tutorial](#)

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

[tarjen's solution](#)

**966.**

1969D

[Shop Game](#) · [Tutorial](#)

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

[tarjen's solution](#)

**967.**

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[tarjen's solution](#)

**968.**

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math

[tarjen's solution](#)

**969.**

1949C

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

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[tarjen's solution](#)

**970.**

1938C

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

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

[tarjen's solution](#)

**971.**

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

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

[tarjen's solution](#)

**972.**

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,390 global accepts · Rating: 1900 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[tarjen's solution](#)

**973.**

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

[tarjen's solution](#)

**974.**

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[tarjen's solution](#)

**975.**

1912D

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

Quality: 1,980 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: math

[tarjen's solution](#)

**976.**

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,993 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[tarjen's solution](#)

**977.**

1899G

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

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-11-19 · last AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[tarjen's solution](#)

**978.**

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,173 global accepts · Rating: 1900 · first AC: 2023-10-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[tarjen's solution](#)

**979.**

417D

[Cunning Gena](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 1900 · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[tarjen's solution](#)

**980.**

208B

[Solitaire](#) · [Tutorial](#)

Quality: 1,498 global accepts · Rating: 1900 · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp

[tarjen's solution](#)

**981.**

292D

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

Quality: 2,770 global accepts · Rating: 1900 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu

[tarjen's solution](#)

**982.**

1887A2

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

Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[tarjen's solution](#)

**983.**

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, shortest paths

[tarjen's solution](#)

**984.**

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,720 global accepts · Rating: 1900 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[tarjen's solution](#)

**985.**

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1900 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[tarjen's solution](#)

**986.**

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[tarjen's solution](#)

**987.**

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[tarjen's solution](#)

**988.**

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[tarjen's solution](#)

**989.**

1854A2

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

Quality: 7,865 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[tarjen's solution](#)

**990.**

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[tarjen's solution](#)

**991.**

1842D

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

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[tarjen's solution](#)

**992.**

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[tarjen's solution](#)

**993.**

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[tarjen's solution](#)

**994.**

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,763 global accepts · Rating: 1900 · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[tarjen's solution](#)

**995.**

1791G2

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

Quality: 5,996 global accepts · Rating: 1900 · first AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings  
[tarjen's solution](#)

**996.**

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs  
[tarjen's solution](#)

**997.**

1823D

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

Quality: 4,313 global accepts · Rating: 1900 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, strings  
[tarjen's solution](#)

**998.**

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,538 global accepts · Rating: 1900 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math  
[tarjen's solution](#)

**999.**

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers  
[tarjen's solution](#)

**1000.**

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees  
[tarjen's solution](#)

**1001.**

1799D1

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

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dp  
[tarjen's solution](#)

**1002.**

1787D

[Game on Axis](#) · [Tutorial](#)

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

**1003.**

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,402 global accepts · Rating: 1900 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings  
[tarjen's solution](#)

**1004.**

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees  
[tarjen's solution](#)

**1005.**

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-08 · last AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[tarjen's solution](#)

**1006.**

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[tarjen's solution](#)

**1007.**

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[tarjen's solution](#)

**1008.**

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[tarjen's solution](#)

**1009.**

1746D

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

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[tarjen's solution](#)

**1010.**

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[tarjen's solution](#)

**1011.**

1714F

[Build a Tree and That Is It](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1900 · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, trees

[tarjen's solution](#)

**1012.**

1729F

[Kirei and the Linear Function](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 1900 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math

[tarjen's solution](#)

**1013.**

1717D

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

Quality: 4,864 global accepts · Rating: 1900 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[tarjen's solution](#)

**1014.**

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,088 global accepts · Rating: 1900 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[tarjen's solution](#)

**1015.**

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy  
[tarjen's solution](#)

**1016.**

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1900 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy  
[tarjen's solution](#)

**1017.**

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: dp  
[tarjen's solution](#)

**1018.**

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math  
[tarjen's solution](#)

**1019.**

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers  
[tarjen's solution](#)

**1020.**

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths  
[tarjen's solution](#)

**1021.**

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,994 global accepts · Rating: 1900 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, math  
[tarjen's solution](#)

**1022.**

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,996 global accepts · Rating: 1900 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive  
[tarjen's solution](#)

**1023.**

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, shortest paths  
[tarjen's solution](#)

**1024.**

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs  
[tarjen's solution](#)

**1025.**

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[tarjen's solution](#)

**1026.**

1673D

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

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[tarjen's solution](#)

**1027.**

1651D

[Nearest Excluded Points](#) · [Tutorial](#)

Quality: 6,507 global accepts · Rating: 1900 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[tarjen's solution](#)

**1028.**

1650E

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

Quality: 4,466 global accepts · Rating: 1900 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[tarjen's solution](#)

**1029.**

1649E

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

Rating: 1900 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math

[tarjen's solution](#)

**1030.**

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,370 global accepts · Rating: 1900 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[tarjen's solution](#)

**1031.**

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[tarjen's solution](#)

**1032.**

803C

[Maximal GCD](#) · [Tutorial](#)

Quality: 5,819 global accepts · Rating: 1900 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[tarjen's solution](#)

**1033.**

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[tarjen's solution](#)

**1034.**

660D

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

Quality: 4,739 global accepts · Rating: 1900 · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[tarjen's solution](#)

**1035.**

1353E

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

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[tarjen's solution](#)

**1036.**

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-09-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[tarjen's solution](#)

**1037.**

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,230 global accepts · Rating: 1900 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, math, trees

[tarjen's solution](#)

**1038.**

1569D

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

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[tarjen's solution](#)

**1039.**

2178E

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

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

[tarjen's solution](#)

**1040.**

2172I

[Birthday](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2000 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[tarjen's solution](#)

**1041.**

2158D

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

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

[tarjen's solution](#)

**1042.**

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[tarjen's solution](#)

**1043.**

2146D2

[Max Sum OR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[tarjen's solution](#)

**1044.**

2068J

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

Quality: 1,612 global accepts · Rating: 2000 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy

[tarjen's solution](#)

**1045.**

2073J

[Gathering Sharks](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2000 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[tarjen's solution](#)

**1046.**

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[tarjen's solution](#)

**1047.**

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

[tarjen's solution](#)

**1048.**

2055D

[Scarecrow](#) · [Tutorial](#)

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

[tarjen's solution](#)

**1049.**

2052J

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

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[tarjen's solution](#)

**1050.**

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[tarjen's solution](#)

**1051.**

1131D

[Gourmet choice](#) · [Tutorial](#)

Quality: 3,635 global accepts · Rating: 2000 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[tarjen's solution](#)

**1052.**

374D

[Inna and Sequence](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2000 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, trees

[tarjen's solution](#)

**1053.**

2041M

[Selection Sort](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[tarjen's solution](#)

**1054.**

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp

[tarjen's solution](#)

**1055.**

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,986 global accepts · Rating: 2000 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[tarjen's solution](#)

**1056.**

1994E

[Wooden Game](#) · [Tutorial](#)

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

**1057.**

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees  
[tarjen's solution](#)

**1058.**

1984D

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

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

**1059.**

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  
[tarjen's solution](#)

**1060.**

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  
[tarjen's solution](#)

**1061.**

1936B

[Pinball](#) · [Tutorial](#)

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

**1062.**

1190D

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

Quality: 2,685 global accepts · Rating: 2000 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers  
[tarjen's solution](#)

**1063.**

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-02-23 · last AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees  
[tarjen's solution](#)

**1064.**

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, two pointers  
[tarjen's solution](#)

**1065.**

1256F

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

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings, strings

[tarjen's solution](#)

**1066.**

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[tarjen's solution](#)

**1067.**

126C

[E-reader Display](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[tarjen's solution](#)

**1068.**

1234E

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

Quality: 2,978 global accepts · Rating: 2000 · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: math

[tarjen's solution](#)

**1069.**

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2023-10-30 · last AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[tarjen's solution](#)

**1070.**

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[tarjen's solution](#)

**1071.**

1889C1

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

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

[tarjen's solution](#)

**1072.**

487B

[Strip](#) · [Tutorial](#)

Quality: 4,211 global accepts · Rating: 2000 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[tarjen's solution](#)

**1073.**

1574D

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

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[tarjen's solution](#)

**1074.**

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, sortings

[tarjen's solution](#)

**1075.**

1872G

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

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[tarjen's solution](#)

**1076.**

1851G

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

Quality: 4,045 global accepts · Rating: 2000 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[tarjen's solution](#)

**1077.**

1862G

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

Quality: 3,456 global accepts · Rating: 2000 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings

[tarjen's solution](#)

**1078.**

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,488 global accepts · Rating: 2000 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[tarjen's solution](#)

**1079.**

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[tarjen's solution](#)

**1080.**

1828D1

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

Rating: 2000 · first AC: 2023-05-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy

[tarjen's solution](#)

**1081.**

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[tarjen's solution](#)

**1082.**

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[tarjen's solution](#)

**1083.**

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[tarjen's solution](#)

**1084.**

1642D

[Repetitions Decoding](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[tarjen's solution](#)

**1085.**

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[tarjen's solution](#)

**1086.**

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[tarjen's solution](#)

**1087.**

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[tarjen's solution](#)

**1088.**

1753C

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

Quality: 5,283 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[tarjen's solution](#)

**1089.**

1764D

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

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[tarjen's solution](#)

**1090.**

1741F

[Multi-Colored Segments](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2000 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings

[tarjen's solution](#)

**1091.**

1733D2

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

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[tarjen's solution](#)

**1092.**

1726D

[Edge Split](#) · [Tutorial](#)

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

[tarjen's solution](#)

**1093.**

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[tarjen's solution](#)

**1094.**

1070C

[Cloud Computing](#) · [Tutorial](#)

Quality: 2,296 global accepts · Rating: 2000 · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[tarjen's solution](#)

**1095.**

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[tarjen's solution](#)

**1096.**

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,106 global accepts · Rating: 2000 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[tarjen's solution](#)

**1097.**

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[tarjen's solution](#)

**1098.**

1716C

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

Quality: 4,594 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[tarjen's solution](#)

**1099.**

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[tarjen's solution](#)

**1100.**

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[tarjen's solution](#)

**1101.**

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,130 global accepts · Rating: 2000 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[tarjen's solution](#)

**1102.**

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings, strings

[tarjen's solution](#)

**1103.**

1682D

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

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees

[tarjen's solution](#)

**1104.**

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,347 global accepts · Rating: 2000 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

[tarjen's solution](#)

**1105.**

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[tarjen's solution](#)

**1106.**

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[tarjen's solution](#)

**1107.**

1426F

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

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, strings

[tarjen's solution](#)

**1108.**

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[tarjen's solution](#)

**1109.**

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,334 global accepts · Rating: 2000 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[tarjen's solution](#)

**1110.**

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,364 global accepts · Rating: 2000 · first AC: 2021-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[tarjen's solution](#)

**1111.**

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[tarjen's solution](#)

**1112.**

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2021-09-28 · last AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, dp

[tarjen's solution](#)

**1113.**

1359E

[Modular Stability](#) · [Tutorial](#)

Quality: 6,733 global accepts · Rating: 2000 · first AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[tarjen's solution](#)

**1114.**

1359D

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

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[tarjen's solution](#)

**1115.**

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,448 global accepts · Rating: 2000 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[tarjen's solution](#)

**1116.**

1567D

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

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[tarjen's solution](#)

**1117.**

2207E1

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

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[tarjen's solution](#)

**1118.**

2183E

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

Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[tarjen's solution](#)

**1119.**

2183D2

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

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[tarjen's solution](#)

**1120.**

2172K

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

Quality: 843 global accepts · Rating: 2100 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[tarjen's solution](#)

**1121.**

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[tarjen's solution](#)

**1122.**

2115B

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

Quality: 3,983 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[tarjen's solution](#)

**1123.**

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

[tarjen's solution](#)

**1124.**

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[tarjen's solution](#)

**1125.**

2068C

[Ads](#) · [Tutorial](#)

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

[tarjen's solution](#)

**1126.**

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[tarjen's solution](#)

**1127.**

2052D

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

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs

[tarjen's solution](#)

**1128.**

2045I

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

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[tarjen's solution](#)

**1129.**

2040E

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

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

[tarjen's solution](#)

**1130.**

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

[tarjen's solution](#)

**1131.**

2031E

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

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[tarjen's solution](#)

**1132.**

1970B2

[Exact Neighbours \(Medium\)](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2100 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[tarjen's solution](#)

**1133.**

2005E1

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

Quality: 3,323 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, implementation

[tarjen's solution](#)

**1134.**

2000G

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

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

[tarjen's solution](#)

**1135.**

1998D

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

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

[tarjen's solution](#)

**1136.**

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[tarjen's solution](#)

**1137.**

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 2100 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[tarjen's solution](#)

**1138.**

1216F

[Wi-Fi](#) · [Tutorial](#)

Quality: 3,102 global accepts · Rating: 2100 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[tarjen's solution](#)

**1139.**

1808D

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

Quality: 2,709 global accepts · Rating: 2100 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[tarjen's solution](#)

**1140.**

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy

[tarjen's solution](#)

**1141.**

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2024-04-10 · last AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[tarjen's solution](#)

**1142.**

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2100 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, sortings

[tarjen's solution](#)

**1143.**

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[tarjen's solution](#)

**1144.**

1942D

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

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[tarjen's solution](#)

**1145.**

1938J

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

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

[tarjen's solution](#)

**1146.**

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2100 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[tarjen's solution](#)

**1147.**

1930D2

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

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[tarjen's solution](#)

**1148.**

1920E

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

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[tarjen's solution](#)

**1149.**

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

[tarjen's solution](#)

**1150.**

1912B

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

Quality: 1,441 global accepts · Rating: 2100 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, math

[tarjen's solution](#)

**1151.**

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[tarjen's solution](#)

**1152.**

1166E

[The LCMs Must be Large](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[tarjen's solution](#)

**1153.**

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[tarjen's solution](#)

**1154.**

862E

[Mahmoud and Ehab and the function](#) · [Tutorial](#)

Quality: 2,178 global accepts · Rating: 2100 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings

[tarjen's solution](#)

**1155.**

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[tarjen's solution](#)

**1156.**

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[tarjen's solution](#)

**1157.**

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,420 global accepts · Rating: 2100 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[tarjen's solution](#)

**1158.**

1322B

[Present](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 2100 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[tarjen's solution](#)

**1159.**

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[tarjen's solution](#)

**1160.**

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[tarjen's solution](#)

**1161.**

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[tarjen's solution](#)

**1162.**

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2100 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive

[tarjen's solution](#)

**1163.**

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2023-05-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers

[tarjen's solution](#)

**1164.**

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, two pointers

[tarjen's solution](#)

**1165.**

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2023-05-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory, trees

[tarjen's solution](#)

**1166.**

1023E

[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, matrices

[tarjen's solution](#)

**1167.**

1832D1

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

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, math

[tarjen's solution](#)

**1168.**

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,908 global accepts · Rating: 2100 · first AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[tarjen's solution](#)

**1169.**

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2023-04-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[tarjen's solution](#)

**1170.**

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2023-04-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[tarjen's solution](#)

**1171.**

1776G

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

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-04-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[tarjen's solution](#)

**1172.**

1821E

[Rearrange Brackets](#) · [Tutorial](#)

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

[tarjen's solution](#)

**1173.**

1799D2

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

Quality: 3,063 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[tarjen's solution](#)

**1174.**

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[tarjen's solution](#)

**1175.**

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 2100 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[tarjen's solution](#)

**1176.**

1787E

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

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[tarjen's solution](#)

**1177.**

1775E

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

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[tarjen's solution](#)

**1178.**

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,768 global accepts · Rating: 2100 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[tarjen's solution](#)

**1179.**

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[tarjen's solution](#)

**1180.**

1734E

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

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

[tarjen's solution](#)

**1181.**

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2100 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[tarjen's solution](#)

**1182.**

1725F

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

Quality: 1,145 global accepts · Rating: 2100 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, sortings

[tarjen's solution](#)

**1183.**

1070E

[Getting Deals Done](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2100 · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[tarjen's solution](#)

**1184.**

1711D

[Rain](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings

[tarjen's solution](#)

**1185.**

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[tarjen's solution](#)

**1186.**

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[tarjen's solution](#)

**1187.**

1668D

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

Rating: 2100 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[tarjen's solution](#)

**1188.**

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[tarjen's solution](#)

**1189.**

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[tarjen's solution](#)

**1190.**

1650G

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

Quality: 2,938 global accepts · Rating: 2100 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths

[tarjen's solution](#)

**1191.**

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation

[tarjen's solution](#)

**1192.**

1629F1

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

Rating: 2100 · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games

[tarjen's solution](#)

**1193.**

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2022-01-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[tarjen's solution](#)

**1194.**

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[tarjen's solution](#)

**1195.**

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[tarjen's solution](#)

**1196.**

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, ternary search

[tarjen's solution](#)

**1197.**

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[tarjen's solution](#)

**1198.**

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[tarjen's solution](#)

**1199.**

2207D

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

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[tarjen's solution](#)

**1200.**

2178F

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

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees

[tarjen's solution](#)

**1201.**

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

[tarjen's solution](#)

**1202.**

2073G

[Corrupted File](#) · [Tutorial](#)

Quality: 926 global accepts · Rating: 2200 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[tarjen's solution](#)

**1203.**

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[tarjen's solution](#)

**1204.**

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[tarjen's solution](#)

**1205.**

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, shortest paths

[tarjen's solution](#)

**1206.**

2045H

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

Quality: 795 global accepts · Rating: 2200 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings, string suffix structures, strings

[tarjen's solution](#)

**1207.**

1970G2

[Min-Fund Prison \(Medium\)](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2200 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[tarjen's solution](#)

**1208.**

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[tarjen's solution](#)

**1209.**

2018D

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

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

[tarjen's solution](#)

**1210.**

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[tarjen's solution](#)

**1211.**

2000H

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

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[tarjen's solution](#)

**1212.**

1998E1

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

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

[tarjen's solution](#)

**1213.**

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[tarjen's solution](#)

**1214.**

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[tarjen's solution](#)

**1215.**

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[tarjen's solution](#)

## 1216.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2024-05-27 · last AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[tarjen's solution](#)

## 1217.

1238E

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

Quality: 3,466 global accepts · Rating: 2200 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[tarjen's solution](#)

## 1218.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,098 global accepts · Rating: 2200 · first AC: 2023-10-08 · last AC: 2024-05-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[tarjen's solution](#)

## 1219.

1967B2

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

Quality: 4,858 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[tarjen's solution](#)

## 1220.

1785C

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

Rating: 2200 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation

[tarjen's solution](#)

## 1221.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[tarjen's solution](#)

## 1222.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees

[tarjen's solution](#)

## 1223.

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math

[tarjen's solution](#)

## 1224.

1938E

[Duplicates](#) · [Tutorial](#)

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

[tarjen's solution](#)

## 1225.

1918E

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

Quality: 2,064 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

[tarjen's solution](#)

**1226.**

1909F1

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

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math  
[tarjen's solution](#)

**1227.**

1428E

[Carrots for Rabbits · Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings  
[tarjen's solution](#)

**1228.**

1912E

[Evaluate It and Back Again · Tutorial](#)

Quality: 1,277 global accepts · Rating: 2200 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math  
[tarjen's solution](#)

**1229.**

1898E

[Sofia and Strings · Tutorial](#)

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

**1230.**

730D

[Running Over The Bridges · Tutorial](#)

Quality: 915 global accepts · Rating: 2200 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math  
[tarjen's solution](#)

**1231.**

1039C

[Network Safety · Tutorial](#)

Quality: 1,492 global accepts · Rating: 2200 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings  
[tarjen's solution](#)

**1232.**

1656E

[Equal Tree Sums · Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees  
[tarjen's solution](#)

**1233.**

1854B

[Earn or Unlock · Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp  
[tarjen's solution](#)

**1234.**

1178F1

[Short Colorful Strip · Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp  
[tarjen's solution](#)

**1235.**

1837E

[Playoff Fixing · Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, trees  
[tarjen's solution](#)

**1236.**

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, implementation, math

[tarjen's solution](#)

**1237.**

1832E

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

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp

[tarjen's solution](#)

**1238.**

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-09 · last AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[tarjen's solution](#)

**1239.**

1776B

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

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[tarjen's solution](#)

**1240.**

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,291 global accepts · Rating: 2200 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp

[tarjen's solution](#)

**1241.**

1642E

[Anonymity Is Important](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings

[tarjen's solution](#)

**1242.**

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[tarjen's solution](#)

**1243.**

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry, probabilities

[tarjen's solution](#)

**1244.**

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, greedy, implementation

[tarjen's solution](#)

**1245.**

1741G

[Kirill and Company](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[tarjen's solution](#)

**1246.**

1736D

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

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

[tarjen's solution](#)

**1247.**

1737D

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

Quality: 2,104 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[tarjen's solution](#)

**1248.**

1717E

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

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[tarjen's solution](#)

**1249.**

1034B

[Little C Loves 3 II](#) · [Tutorial](#)

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[tarjen's solution](#)

**1250.**

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[tarjen's solution](#)

**1251.**

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, number theory, shortest paths

[tarjen's solution](#)

**1252.**

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[tarjen's solution](#)

**1253.**

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[tarjen's solution](#)

**1254.**

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[tarjen's solution](#)

**1255.**

1695D1

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

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2022-06-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms,

dfs and similar, dp, greedy, trees

[tarjen's solution](#)

**1256.**

1670E

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

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[tarjen's solution](#)

**1257.**

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[tarjen's solution](#)

**1258.**

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[tarjen's solution](#)

**1259.**

1631E

[Paint the Middle](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[tarjen's solution](#)

**1260.**

1504E

[Travelling Salesman Problem](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[tarjen's solution](#)

**1261.**

1593G

[Changing Brackets](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2200 · first AC: 2021-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[tarjen's solution](#)

**1262.**

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-09-30 · last AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[tarjen's solution](#)

**1263.**

1353F

[Decreasing Heights](#) · [Tutorial](#)

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[tarjen's solution](#)

**1264.**

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, sortings

[tarjen's solution](#)

**1265.**

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu,

games, graphs, greedy, trees

[tarjen's solution](#)

**1266.**

2190C

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

Quality: 1,292 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[tarjen's solution](#)

**1267.**

2172J

[Sliding Tiles](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2300 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu

[tarjen's solution](#)

**1268.**

2172L

[Maximum Color Segment](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2300 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[tarjen's solution](#)

**1269.**

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[tarjen's solution](#)

**1270.**

2146E

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

Quality: 2,056 global accepts · Rating: 2300 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[tarjen's solution](#)

**1271.**

2147E

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

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[tarjen's solution](#)

**1272.**

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[tarjen's solution](#)

**1273.**

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy

[tarjen's solution](#)

**1274.**

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[tarjen's solution](#)

**1275.**

2068A

[Condorcet Elections](#) · [Tutorial](#)

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

[tarjen's solution](#)

### 1276.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[tarjen's solution](#)

### 1277.

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

[tarjen's solution](#)

### 1278.

2041I

[Auto Complete](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2300 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, implementation, sortings, strings, trees

[tarjen's solution](#)

### 1279.

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[tarjen's solution](#)

### 1280.

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[tarjen's solution](#)

### 1281.

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[tarjen's solution](#)

### 1282.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, math, sortings

[tarjen's solution](#)

### 1283.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

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

[tarjen's solution](#)

### 1284.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[tarjen's solution](#)

### 1285.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[tarjen's solution](#)

### 1286.

1967C

[Fenwick Tree](#) · [Tutorial](#)

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

[tarjen's solution](#)

### 1287.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[tarjen's solution](#)

### 1288.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[tarjen's solution](#)

### 1289.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games

[tarjen's solution](#)

### 1290.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-02 · last AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

### 1291.

1190C

[Tokitsukaze and Duel](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy

[tarjen's solution](#)

### 1292.

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math

[tarjen's solution](#)

### 1293.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[tarjen's solution](#)

### 1294.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · last AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[tarjen's solution](#)

### 1295.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar,

greedy, trees

[tarjen's solution](#)

**1296.**

510E

[Fox And Dinner](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2300 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: flows

[tarjen's solution](#)

**1297.**

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2023-12-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, probabilities

[tarjen's solution](#)

**1298.**

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2023-12-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[tarjen's solution](#)

**1299.**

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2300 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**1300.**

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,576 global accepts · Rating: 2300 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: flows

[tarjen's solution](#)

**1301.**

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[tarjen's solution](#)

**1302.**

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[tarjen's solution](#)

**1303.**

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: graphs, hashing, math, number theory

[tarjen's solution](#)

**1304.**

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[tarjen's solution](#)

**1305.**

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2300 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, two pointers

[tarjen's solution](#)

**1306.**

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,568 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy  
[tarjen's solution](#)

**1307.**

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings  
[tarjen's solution](#)

**1308.**

1654E

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

Quality: 2,360 global accepts · Rating: 2300 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, math  
[tarjen's solution](#)

**1309.**

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2300 · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers  
[tarjen's solution](#)

**1310.**

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math  
[tarjen's solution](#)

**1311.**

1529E

[Trees of Tranquillity](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees  
[tarjen's solution](#)

**1312.**

586F

[Lizard Era: Beginning](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-05-18 · C++17 (GCC 9-64) (first AC) · Tags: meet-in-the-middle  
[tarjen's solution](#)

**1313.**

1824B2

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

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees  
[tarjen's solution](#)

**1314.**

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers  
[tarjen's solution](#)

**1315.**

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math  
[tarjen's solution](#)

**1316.**

1798E

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

Quality: 2,063 global accepts · Rating: 2300 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp  
[tarjen's solution](#)

**1317.**

1705E

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

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy  
[tarjen's solution](#)

**1318.**

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory  
[tarjen's solution](#)

**1319.**

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers  
[tarjen's solution](#)

**1320.**

1743F

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

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, probabilities  
[tarjen's solution](#)

**1321.**

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers  
[tarjen's solution](#)

**1322.**

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory  
[tarjen's solution](#)

**1323.**

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings  
[tarjen's solution](#)

**1324.**

1070G

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

Quality: 930 global accepts · Rating: 2300 · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation  
[tarjen's solution](#)

**1325.**

1070J

[Streets and Avenues in Berhattan](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2300 · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: dp  
[tarjen's solution](#)

**1326.**

1712E1

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

Quality: 2,461 global accepts · Rating: 2300 · first AC: 2022-08-14 · last AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[tarjen's solution](#)

**1327.**

1699D

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

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[tarjen's solution](#)

**1328.**

1698E

[Permutation Forces II](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[tarjen's solution](#)

**1329.**

1695D2

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

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2022-06-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[tarjen's solution](#)

**1330.**

1694E

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-06-17 · C++20 (GCC 11-64) (first AC) · Tags: shortest paths

[tarjen's solution](#)

**1331.**

1681F

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

Quality: 2,324 global accepts · Rating: 2300 · first AC: 2022-05-27 · last AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[tarjen's solution](#)

**1332.**

1658D2

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

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, math

[tarjen's solution](#)

**1333.**

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,862 global accepts · Rating: 2300 · first AC: 2022-03-04 · last AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[tarjen's solution](#)

**1334.**

1629E

[Grid Xor](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[tarjen's solution](#)

**1335.**

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[tarjen's solution](#)

**1336.**

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[tarjen's solution](#)

**1337.**

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, probabilities

[tarjen's solution](#)

**1338.**

1594E2

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

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, trees

[tarjen's solution](#)

**1339.**

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[tarjen's solution](#)

**1340.**

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,994 global accepts · Rating: 2400 · first AC: 2026-04-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[tarjen's solution](#)

**1341.**

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 916 global accepts · Rating: 2400 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[tarjen's solution](#)

**1342.**

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 2400 · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths, trees

[tarjen's solution](#)

**1343.**

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, strings

[tarjen's solution](#)

**1344.**

2073D

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2400 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[tarjen's solution](#)

**1345.**

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,442 global accepts · Rating: 2400 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[tarjen's solution](#)

**1346.**

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[tarjen's solution](#)

**1347.**

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[tarjen's solution](#)

**1348.**

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[tarjen's solution](#)

**1349.**

2052B

[BitBitJump](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[tarjen's solution](#)

**1350.**

2041F

[Segmentation Folds](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2400 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, number theory

[tarjen's solution](#)

**1351.**

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[tarjen's solution](#)

**1352.**

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, implementation, math

[tarjen's solution](#)

**1353.**

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, interactive

[tarjen's solution](#)

**1354.**

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[tarjen's solution](#)

**1355.**

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-05-14 · last AC: 2024-09-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[tarjen's solution](#)

**1356.**

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[tarjen's solution](#)

**1357.**

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dsu, greedy

[tarjen's solution](#)

**1358.**

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[tarjen's solution](#)

**1359.**

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy

[tarjen's solution](#)

**1360.**

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[tarjen's solution](#)

**1361.**

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[tarjen's solution](#)

**1362.**

1984E

[Shuffle](#) · [Tutorial](#)

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

[tarjen's solution](#)

**1363.**

1979E

[Manhattan Triangle](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[tarjen's solution](#)

**1364.**

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math

[tarjen's solution](#)

**1365.**

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-04-29 · last AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[tarjen's solution](#)

**1366.**

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2023-09-07 · last AC: 2024-04-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[tarjen's solution](#)

**1367.**

449D

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

Quality: 6,140 global accepts · Rating: 2400 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[tarjen's solution](#)

**1368.**

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[tarjen's solution](#)

**1369.**

1943D1

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

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[tarjen's solution](#)

**1370.**

1935E

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

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[tarjen's solution](#)

**1371.**

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**1372.**

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**1373.**

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · last AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[tarjen's solution](#)

**1374.**

1930E

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

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[tarjen's solution](#)

**1375.**

1828D2

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

Rating: 2400 · first AC: 2023-05-15 · last AC: 2024-01-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[tarjen's solution](#)

**1376.**

717G

[Underfall](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2400 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: flows  
[tarjen's solution](#)

**1377.**

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers  
[tarjen's solution](#)

**1378.**

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs  
[tarjen's solution](#)

**1379.**

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2023-12-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees  
[tarjen's solution](#)

**1380.**

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: graphs  
[tarjen's solution](#)

**1381.**

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 588 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures  
[tarjen's solution](#)

**1382.**

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2022-11-27 · last AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dsu, flows, graph matchings  
[tarjen's solution](#)

**1383.**

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, two pointers  
[tarjen's solution](#)

**1384.**

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,284 global accepts · Rating: 2400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers  
[tarjen's solution](#)

**1385.**

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths  
[tarjen's solution](#)

**1386.**

643C

[Levels and Regions](#) · [Tutorial](#)

Quality: 1,730 global accepts · Rating: 2400 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: dp

[tarjen's solution](#)

**1387.**

1882E1

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

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[tarjen's solution](#)

**1388.**

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2023-09-20 · last AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[tarjen's solution](#)

**1389.**

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**1390.**

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[tarjen's solution](#)

**1391.**

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[tarjen's solution](#)

**1392.**

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[tarjen's solution](#)

**1393.**

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[tarjen's solution](#)

**1394.**

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2023-07-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[tarjen's solution](#)

**1395.**

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[tarjen's solution](#)

**1396.**

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: fft, geometry, number theory  
[tarjen's solution](#)

**1397.**

1626E

[Black and White Tree](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2023-06-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, trees  
[tarjen's solution](#)

**1398.**

1830C

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

Quality: 2,190 global accepts · Rating: 2400 · first AC: 2023-05-31 · last AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings  
[tarjen's solution](#)

**1399.**

1837F

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

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation  
[tarjen's solution](#)

**1400.**

585C

[Alice, Bob, Oranges and Apples](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2023-05-18 · C++17 (GCC 9-64) (first AC) · Tags: number theory  
[tarjen's solution](#)

**1401.**

586E

[Alice, Bob, Oranges and Apples](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-05-18 · C++17 (GCC 9-64) (first AC) · Tags: number theory  
[tarjen's solution](#)

**1402.**

1832D2

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

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math  
[tarjen's solution](#)

**1403.**

1817C

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

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math  
[tarjen's solution](#)

**1404.**

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees  
[tarjen's solution](#)

**1405.**

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs  
[tarjen's solution](#)

**1406.**

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-01-26 · last AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[tarjen's solution](#)

**1407.**

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2400 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[tarjen's solution](#)

**1408.**

1779E

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

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[tarjen's solution](#)

**1409.**

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[tarjen's solution](#)

**1410.**

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[tarjen's solution](#)

**1411.**

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[tarjen's solution](#)

**1412.**

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[tarjen's solution](#)

**1413.**

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2022-11-28 · last AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[tarjen's solution](#)

**1414.**

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[tarjen's solution](#)

**1415.**

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2400 · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[tarjen's solution](#)

**1416.**

1736C2

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

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[tarjen's solution](#)

**1417.**

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2022-10-09 · last AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[tarjen's solution](#)

**1418.**

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[tarjen's solution](#)

**1419.**

1738F

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

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[tarjen's solution](#)

**1420.**

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[tarjen's solution](#)

**1421.**

1725L

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

Quality: 1,097 global accepts · Rating: 2400 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[tarjen's solution](#)

**1422.**

1070I

[Privatization of Roads in Berland](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2022-08-26 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs

[tarjen's solution](#)

**1423.**

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[tarjen's solution](#)

**1424.**

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[tarjen's solution](#)

**1425.**

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics,

constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[tarjen's solution](#)

**1426.**

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,350 global accepts · Rating: 2400 · first AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[tarjen's solution](#)

**1427.**

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2022-05-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[tarjen's solution](#)

**1428.**

1668E

[Half Queen Cover](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[tarjen's solution](#)

**1429.**

1633E

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

Quality: 1,744 global accepts · Rating: 2400 · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[tarjen's solution](#)

**1430.**

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[tarjen's solution](#)

**1431.**

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[tarjen's solution](#)

**1432.**

1629F2

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

Rating: 2400 · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games

[tarjen's solution](#)

**1433.**

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[tarjen's solution](#)

**1434.**

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[tarjen's solution](#)

**1435.**

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, two pointers

[tarjen's solution](#)

**1436.**

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,551 global accepts · Rating: 2400 · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, fft, math  
[tarjen's solution](#)

**1437.**

2211E

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

Quality: 856 global accepts · Rating: 2500 · first AC: 2026-03-29 · last AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees  
[tarjen's solution](#)

**1438.**

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees  
[tarjen's solution](#)

**1439.**

2172H

[Shuffling Cards with Problem Solver 68!](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2500 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: hashing, string suffix structures, strings  
[tarjen's solution](#)

**1440.**

2165D

[Path Split](#) · [Tutorial](#)

Quality: 897 global accepts · Rating: 2500 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy  
[tarjen's solution](#)

**1441.**

2145F

[Long Journey](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, greedy, math, matrices, number theory  
[tarjen's solution](#)

**1442.**

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy  
[tarjen's solution](#)

**1443.**

747F

[Igor and Interesting Numbers](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 2500 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math  
[tarjen's solution](#)

**1444.**

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math  
[tarjen's solution](#)

**1445.**

1398F

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

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers  
[tarjen's solution](#)

**1446.**

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,174 global accepts · Rating: 2500 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy  
[tarjen's solution](#)

**1447.**

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices  
[tarjen's solution](#)

**1448.**

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees  
[tarjen's solution](#)

**1449.**

1661E

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

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2024-12-05 · last AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees  
[tarjen's solution](#)

**1450.**

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, implementation  
[tarjen's solution](#)

**1451.**

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings  
[tarjen's solution](#)

**1452.**

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, interactive, sortings  
[tarjen's solution](#)

**1453.**

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers  
[tarjen's solution](#)

**1454.**

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,015 global accepts · Rating: 2500 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs  
[tarjen's solution](#)

**1455.**

1236E

[Alice and the Unfair Game](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2500 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu  
[tarjen's solution](#)

**1456.**

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[tarjen's solution](#)

**1457.**

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

[tarjen's solution](#)

**1458.**

1789E

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

Quality: 968 global accepts · Rating: 2500 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math, number theory

[tarjen's solution](#)

**1459.**

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[tarjen's solution](#)

**1460.**

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[tarjen's solution](#)

**1461.**

1998E2

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

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[tarjen's solution](#)

**1462.**

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[tarjen's solution](#)

**1463.**

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[tarjen's solution](#)

**1464.**

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp

[tarjen's solution](#)

**1465.**

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[tarjen's solution](#)

**1466.**

1951F

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

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

[tarjen's solution](#)

**1467.**

1945G

[Cook and Porridge](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2500 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, implementation

[tarjen's solution](#)

**1468.**

1838E

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

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[tarjen's solution](#)

**1469.**

1225F

[Tree Factory](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2500 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, trees

[tarjen's solution](#)

**1470.**

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[tarjen's solution](#)

**1471.**

1187G

[Gang Up](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2500 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[tarjen's solution](#)

**1472.**

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2500 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[tarjen's solution](#)

**1473.**

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2500 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[tarjen's solution](#)

**1474.**

976F

[Minimal k-covering](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2500 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[tarjen's solution](#)

**1475.**

884F

[Anti-Palindromize](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs, greedy

[tarjen's solution](#)

**1476.**

1909F2

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

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-25 · last AC: 2023-12-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[tarjen's solution](#)

**1477.**

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2023-12-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[tarjen's solution](#)

**1478.**

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2023-12-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[tarjen's solution](#)

**1479.**

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[tarjen's solution](#)

**1480.**

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2023-12-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[tarjen's solution](#)

**1481.**

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[tarjen's solution](#)

**1482.**

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[tarjen's solution](#)

**1483.**

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[tarjen's solution](#)

**1484.**

666C

[Codeword](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, strings

[tarjen's solution](#)

**1485.**

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, number theory

[tarjen's solution](#)

**1486.**

1320D

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, strings  
[tarjen's solution](#)

**1487.**

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities  
[tarjen's solution](#)

**1488.**

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp  
[tarjen's solution](#)

**1489.**

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation  
[tarjen's solution](#)

**1490.**

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities  
[tarjen's solution](#)

**1491.**

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings  
[tarjen's solution](#)

**1492.**

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees  
[tarjen's solution](#)

**1493.**

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math  
[tarjen's solution](#)

**1494.**

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees  
[tarjen's solution](#)

**1495.**

1529F

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths  
[tarjen's solution](#)

**1496.**

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[tarjen's solution](#)

**1497.**

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2023-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[tarjen's solution](#)

**1498.**

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[tarjen's solution](#)

**1499.**

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, games, graphs, math

[tarjen's solution](#)

**1500.**

1798F

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

Quality: 645 global accepts · Rating: 2500 · first AC: 2023-03-28 · last AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[tarjen's solution](#)

**1501.**

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,157 global accepts · Rating: 2500 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[tarjen's solution](#)

**1502.**

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,111 global accepts · Rating: 2500 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[tarjen's solution](#)

**1503.**

1787F

[Inverse Transformation](#) · [Tutorial](#)

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[tarjen's solution](#)

**1504.**

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[tarjen's solution](#)

**1505.**

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[tarjen's solution](#)

**1506.**

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[tarjen's solution](#)

**1507.**

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[tarjen's solution](#)

**1508.**

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2022-12-14 · last AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, fft

[tarjen's solution](#)

**1509.**

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[tarjen's solution](#)

**1510.**

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[tarjen's solution](#)

**1511.**

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[tarjen's solution](#)

**1512.**

1725J

[Journey](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2500 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[tarjen's solution](#)

**1513.**

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2500 · first AC: 2022-09-05 · last AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[tarjen's solution](#)

**1514.**

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees

[tarjen's solution](#)

**1515.**

1712E2

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

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[tarjen's solution](#)

**1516.**

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2022-08-13 · last AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graph matchings, greedy

[tarjen's solution](#)

**1517.**

1711E

[XOR Triangle](#) · [Tutorial](#)

Rating: 2500 · first AC: 2022-08-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[tarjen's solution](#)

**1518.**

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[tarjen's solution](#)

**1519.**

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[tarjen's solution](#)

**1520.**

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-04-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[tarjen's solution](#)

**1521.**

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[tarjen's solution](#)

**1522.**

888F

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

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs

[tarjen's solution](#)

**1523.**

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2022-01-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[tarjen's solution](#)

**1524.**

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[tarjen's solution](#)

**1525.**

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[tarjen's solution](#)

**1526.**

2158E

[Sink](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 2600 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[tarjen's solution](#)

**1527.**

1793F

[Rebrending](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[tarjen's solution](#)

**1528.**

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 889 global accepts · Rating: 2600 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees

[tarjen's solution](#)

**1529.**

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[tarjen's solution](#)

**1530.**

2045J

[Xorderable Array](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 2600 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[tarjen's solution](#)

**1531.**

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, matrices

[tarjen's solution](#)

**1532.**

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[tarjen's solution](#)

**1533.**

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees

[tarjen's solution](#)

**1534.**

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[tarjen's solution](#)

**1535.**

1793E

[Velepín and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp,

greedy, sortings, two pointers

[tarjen's solution](#)

**1536.**

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: 2600 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[tarjen's solution](#)

**1537.**

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[tarjen's solution](#)

**1538.**

1089I

[Interval-Free Permutations](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2600 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[tarjen's solution](#)

**1539.**

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[tarjen's solution](#)

**1540.**

1651E

[Sum of Matchings](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2600 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, graph matchings, greedy, math

[tarjen's solution](#)

**1541.**

2006D

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

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[tarjen's solution](#)

**1542.**

2002F1

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

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[tarjen's solution](#)

**1543.**

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,111 global accepts · Rating: 2600 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[tarjen's solution](#)

**1544.**

1994G

[Minecraft](#) · [Tutorial](#)

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

[tarjen's solution](#)

**1545.**

1975F

[Set](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2600 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[tarjen's solution](#)

### 1546.

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[tarjen's solution](#)

### 1547.

1957F1

[Frequency Mismatch \(Easy Version\)](#) · [Tutorial](#)

Quality: 664 global accepts · Rating: 2600 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, hashing, probabilities, trees

[tarjen's solution](#)

### 1548.

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[tarjen's solution](#)

### 1549.

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation, trees, two pointers

[tarjen's solution](#)

### 1550.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[tarjen's solution](#)

### 1551.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[tarjen's solution](#)

### 1552.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[tarjen's solution](#)

### 1553.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2600 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, probabilities

[tarjen's solution](#)

### 1554.

1172C2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2600 · first AC: 2023-12-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, probabilities

[tarjen's solution](#)

### 1555.

1257G

[Divisor Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 2600 · first AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, fft, greedy, math,

number theory

[tarjen's solution](#)

**1556.**

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer

[tarjen's solution](#)

**1557.**

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2023-12-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[tarjen's solution](#)

**1558.**

1679F

[Formalism for Formalism](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2600 · first AC: 2023-12-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math

[tarjen's solution](#)

**1559.**

1430F

[Realistic Gameplay](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2023-12-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[tarjen's solution](#)

**1560.**

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2600 · first AC: 2023-12-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[tarjen's solution](#)

**1561.**

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[tarjen's solution](#)

**1562.**

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[tarjen's solution](#)

**1563.**

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices

[tarjen's solution](#)

**1564.**

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-07 · last AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[tarjen's solution](#)

**1565.**

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[tarjen's solution](#)

**1566.**

1889C2

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

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[tarjen's solution](#)

**1567.**

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: interactive, math, number theory

[tarjen's solution](#)

**1568.**

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[tarjen's solution](#)

**1569.**

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[tarjen's solution](#)

**1570.**

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[tarjen's solution](#)

**1571.**

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[tarjen's solution](#)

**1572.**

1267F

[Foolprüf Security](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2600 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[tarjen's solution](#)

**1573.**

1363F

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

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[tarjen's solution](#)

**1574.**

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[tarjen's solution](#)

**1575.**

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[tarjen's solution](#)

**1576.**

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2600 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees

[tarjen's solution](#)

**1577.**

1614E

[Divan and a Cottage](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 2600 · first AC: 2023-09-11 · last AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[tarjen's solution](#)

**1578.**

1067C

[Knights](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[tarjen's solution](#)

**1579.**

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[tarjen's solution](#)

**1580.**

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graphs

[tarjen's solution](#)

**1581.**

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[tarjen's solution](#)

**1582.**

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, math

[tarjen's solution](#)

**1583.**

725E

[Too Much Money](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2600 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[tarjen's solution](#)

**1584.**

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: dp

[tarjen's solution](#)

**1585.**

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[tarjen's solution](#)

**1586.**

1828E

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

Rating: 2600 · first AC: 2023-05-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, hashing, strings

[tarjen's solution](#)

**1587.**

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, probabilities, trees

[tarjen's solution](#)

**1588.**

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2023-04-23 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs

[tarjen's solution](#)

**1589.**

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[tarjen's solution](#)

**1590.**

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[tarjen's solution](#)

**1591.**

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[tarjen's solution](#)

**1592.**

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, trees

[tarjen's solution](#)

**1593.**

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[tarjen's solution](#)

**1594.**

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees

[tarjen's solution](#)

**1595.**

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[tarjen's solution](#)

**1596.**

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,943 global accepts · Rating: 2600 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: math

[tarjen's solution](#)

**1597.**

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[tarjen's solution](#)

**1598.**

1070L

[Odd Federalization](#) · [Tutorial](#)

Quality: 381 global accepts · Rating: 2600 · first AC: 2022-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[tarjen's solution](#)

**1599.**

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,119 global accepts · Rating: 2600 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[tarjen's solution](#)

**1600.**

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games

[tarjen's solution](#)

**1601.**

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[tarjen's solution](#)

**1602.**

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2022-06-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[tarjen's solution](#)

**1603.**

755F

[PolandBall and Gifts](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

[tarjen's solution](#)

**1604.**

1504F

[Flip the Cards](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[tarjen's solution](#)

**1605.**

933C

[A Colourful Prospect](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2700 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: geometry, graphs

[tarjen's solution](#)

**1606.**

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2700 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[tarjen's solution](#)

**1607.**

1601D

[Difficult Mountain](#) · [Tutorial](#)

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, sortings  
[tarjen's solution](#)

**1608.**

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math  
[tarjen's solution](#)

**1609.**

2068H

[Statues](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2700 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[tarjen's solution](#)

**1610.**

2073H

[Secret Lilies and Roses](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2700 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: interactive  
[tarjen's solution](#)

**1611.**

2073C

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

Quality: 336 global accepts · Rating: 2700 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[tarjen's solution](#)

**1612.**

2043F

[Nim](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2700 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths  
[tarjen's solution](#)

**1613.**

2052M

[Managing Cluster](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2700 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, trees  
[tarjen's solution](#)

**1614.**

2045E

[Narrower Passageway](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2700 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures  
[tarjen's solution](#)

**1615.**

2041J

[Bottle Arrangement](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 2700 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, dsu, greedy  
[tarjen's solution](#)

**1616.**

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 2700 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, strings  
[tarjen's solution](#)

**1617.**

1025F

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

Quality: 909 global accepts · Rating: 2700 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[tarjen's solution](#)

### 1618.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices

[tarjen's solution](#)

### 1619.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[tarjen's solution](#)

### 1620.

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[tarjen's solution](#)

### 1621.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, trees

[tarjen's solution](#)

### 1622.

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2024-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, probabilities

[tarjen's solution](#)

### 1623.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[tarjen's solution](#)

### 1624.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[tarjen's solution](#)

### 1625.

1995E1

[Let Me Teach You a Lesson \(Easy Version\)](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2700 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dp, matrices, two pointers

[tarjen's solution](#)

### 1626.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-02-27 · last AC: 2024-04-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[tarjen's solution](#)

### 1627.

1957F2

[Frequency Mismatch \(Hard Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2700 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, probabilities, trees

[tarjen's solution](#)

### 1628.

1671F

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

Quality: 428 global accepts · Rating: 2700 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[tarjen's solution](#)

### 1629.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[tarjen's solution](#)

### 1630.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[tarjen's solution](#)

### 1631.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[tarjen's solution](#)

### 1632.

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2700 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: dp

[tarjen's solution](#)

### 1633.

1867F

[Most Different Tree](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2023-09-12 · last AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, hashing

[tarjen's solution](#)

### 1634.

1866E

[Elevators of Tamem](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: dp

[tarjen's solution](#)

### 1635.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[tarjen's solution](#)

### 1636.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[tarjen's solution](#)

### 1637.

1369F

[BareLee](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2700 · first AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games  
[tarjen's solution](#)

### 1638.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation  
[tarjen's solution](#)

### 1639.

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[tarjen's solution](#)

### 1640.

1510I

[Is It Rated?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2023-04-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, interactive, math, probabilities  
[tarjen's solution](#)

### 1641.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers  
[tarjen's solution](#)

### 1642.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 866 global accepts · Rating: 2700 · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation  
[tarjen's solution](#)

### 1643.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math  
[tarjen's solution](#)

### 1644.

1034C

[Region Separation](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, number theory, trees  
[tarjen's solution](#)

### 1645.

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees  
[tarjen's solution](#)

### 1646.

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees  
[tarjen's solution](#)

### 1647.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,724 global accepts · Rating: 2700 · first AC: 2021-09-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[tarjen's solution](#)

**1648.**

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[tarjen's solution](#)

**1649.**

2068E

[Porto Vs. Benfica](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2800 · first AC: 2025-05-29 · last AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, shortest paths

[tarjen's solution](#)

**1650.**

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,918 global accepts · Rating: 2800 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[tarjen's solution](#)

**1651.**

2055E

[Haystacks](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2800 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, sortings

[tarjen's solution](#)

**1652.**

1906D

[Spaceship Exploration](#) · [Tutorial](#)

Quality: 169 global accepts · Rating: 2800 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[tarjen's solution](#)

**1653.**

2031F

[Penchick and Even Medians](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities

[tarjen's solution](#)

**1654.**

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[tarjen's solution](#)

**1655.**

2021E3

[Digital Village \(Extreme Version\)](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2800 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, greedy, math, trees

[tarjen's solution](#)

**1656.**

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs, math

[tarjen's solution](#)

**1657.**

1578A

[Anti-Tetris](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2024-09-03 · last AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive

algorithms, graphs, shortest paths

[tarjen's solution](#)

**1658.**

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu

[tarjen's solution](#)

**1659.**

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2800 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[tarjen's solution](#)

**1660.**

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[tarjen's solution](#)

**1661.**

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[tarjen's solution](#)

**1662.**

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[tarjen's solution](#)

**1663.**

1943D2

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

Quality: 1,126 global accepts · Rating: 2800 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[tarjen's solution](#)

**1664.**

1938L

[XOR Operations](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2800 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**1665.**

1923F

[Shrink-Reverse](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2800 · first AC: 2024-02-24 · last AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, hashing, implementation, string suffix structures, strings

[tarjen's solution](#)

**1666.**

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[tarjen's solution](#)

**1667.**

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph

matchings, greedy

[tarjen's solution](#)

**1668.**

1879F

[Last Man Standing](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory

[tarjen's solution](#)

**1669.**

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[tarjen's solution](#)

**1670.**

1866J

[Jackets and Packets](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2800 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: dp

[tarjen's solution](#)

**1671.**

1625E2

[Cats on the Upgrade \(hard version\)](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[tarjen's solution](#)

**1672.**

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2800 · first AC: 2023-06-28 · last AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[tarjen's solution](#)

**1673.**

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-06-06 · last AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[tarjen's solution](#)

**1674.**

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[tarjen's solution](#)

**1675.**

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-04-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, sortings, trees

[tarjen's solution](#)

**1676.**

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[tarjen's solution](#)

**1677.**

1765I

[Infinite Chess](#) · [Tutorial](#)

Quality: 263 global accepts · Rating: 2800 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, shortest paths  
[tarjen's solution](#)

**1678.**

1725I

[Imitating the Key Tree](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 2800 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dsu, trees  
[tarjen's solution](#)

**1679.**

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
[tarjen's solution](#)

**1680.**

1654F

[Minimal String XORation](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings  
[tarjen's solution](#)

**1681.**

1630E

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

Quality: 554 global accepts · Rating: 2900 · first AC: 2026-04-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory, probabilities  
[tarjen's solution](#)

**1682.**

2211G

[Rational Bubble Sort](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 2900 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy  
[tarjen's solution](#)

**1683.**

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,110 global accepts · Rating: 2900 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games, greedy, math  
[tarjen's solution](#)

**1684.**

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy  
[tarjen's solution](#)

**1685.**

2041L

[Building Castle](#) · [Tutorial](#)

Quality: 70 global accepts · Rating: 2900 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1686.**

2073K

[Book Sorting](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 2900 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1687.**

1288F

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows  
[tarjen's solution](#)

**1688.**

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, probabilities  
[tarjen's solution](#)

**1689.**

1995E2

[Let Me Teach You a Lesson \(Hard Version\)](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 2900 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, two pointers  
[tarjen's solution](#)

**1690.**

1428G1

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

Quality: 644 global accepts · Rating: 2900 · first AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy  
[tarjen's solution](#)

**1691.**

1276D

[Tree Elimination](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2900 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees  
[tarjen's solution](#)

**1692.**

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 2900 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math  
[tarjen's solution](#)

**1693.**

725F

[Family Photos](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: 2900 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy  
[tarjen's solution](#)

**1694.**

1765J

[Hero to Zero](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings, math  
[tarjen's solution](#)

**1695.**

1705F

[Mark and the Online Exam](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2900 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities  
[tarjen's solution](#)

**1696.**

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy  
[tarjen's solution](#)

**1697.**

1747E

[List Generation](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2900 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math  
[tarjen's solution](#)

**1698.**

1444D

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

Quality: 644 global accepts · Rating: 2900 · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, geometry

[tarjen's solution](#)

**1699.**

1668F

[Edge Elimination](#) · [Tutorial](#)

Quality: 2900 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[tarjen's solution](#)

**1700.**

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[tarjen's solution](#)

**1701.**

2068K

[Amusement Park Rides](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3000 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[tarjen's solution](#)

**1702.**

843E

[Maximum Flow](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 3000 · first AC: 2024-12-25 · last AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[tarjen's solution](#)

**1703.**

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[tarjen's solution](#)

**1704.**

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2024-11-23 · last AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

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**1705.**

2025G

[Variable Damage](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 3000 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows

[tarjen's solution](#)

**1706.**

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 3000 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[tarjen's solution](#)

**1707.**

1989F

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

Quality: 604 global accepts · Rating: 3000 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs

[tarjen's solution](#)

**1708.**

1969F

[Card Pairing](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, hashing, implementation

[tarjen's solution](#)

**1709.**

1938B

[Attraction Score](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3000 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**1710.**

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-12-26 · C++17 (GCC 9-64) (first AC) · Tags: hashing, strings

[tarjen's solution](#)

**1711.**

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[tarjen's solution](#)

**1712.**

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, two pointers

[tarjen's solution](#)

**1713.**

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities

[tarjen's solution](#)

**1714.**

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, trees

[tarjen's solution](#)

**1715.**

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[tarjen's solution](#)

**1716.**

2068D

[Morse Code](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 3100 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings, trees

[tarjen's solution](#)

**1717.**

2077D

[Maximum Polygon](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 3100 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, math

[tarjen's solution](#)

**1718.**

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[tarjen's solution](#)

**1719.**

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[tarjen's solution](#)

**1720.**

1887E

[Good Colorings](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive

[tarjen's solution](#)

**1721.**

1307G

[Cow and Exercise](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 3100 · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs, shortest paths

[tarjen's solution](#)

**1722.**

1912F

[Fugitive Frenzy](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3100 · first AC: 2023-12-14 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities

[tarjen's solution](#)

**1723.**

1882E2

[Two Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3100 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[tarjen's solution](#)

**1724.**

1508E

[Tree Calendar](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 3100 · first AC: 2023-05-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dfs and similar, sortings, trees

[tarjen's solution](#)

**1725.**

1770F

[Koxia and Sequence](#) · [Tutorial](#)

Quality: 945 global accepts · Rating: 3100 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[tarjen's solution](#)

**1726.**

1896G

[Pepe Racing](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 3200 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive, sortings

[tarjen's solution](#)

**1727.**

1267H

[Help BerLine](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 3200 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[tarjen's solution](#)

**1728.**

1344F

[Piet's Palette](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3200 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: matrices

[tarjen's solution](#)

**1729.**

2178H

[Create or Duplicate](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3300 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, graphs, number theory, shortest paths

[tarjen's solution](#)

**1730.**

2018E1

[Complex Segments \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3300 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[tarjen's solution](#)

**1731.**

1558F

[Strange Sort](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3300 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[tarjen's solution](#)

**1732.**

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 3300 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, greedy, implementation

[tarjen's solution](#)

**1733.**

1307F

[Cow and Vacation](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 3300 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, trees

[tarjen's solution](#)

**1734.**

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs, number theory

[tarjen's solution](#)

**1735.**

1835F

[Good Graph](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 3500 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, graph matchings, graphs, implementation

[tarjen's solution](#)

**1736.**

1685E

[The Ultimate LIS Problem](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3500 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[tarjen's solution](#)

**1737.**

106440C

[MTOVQ}](#)

Rating: — · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[tarjen's solution](#)

**1738.**

106440E

[Tutorial](#)

Rating: — · first AC: 2026-03-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[tarjen's solution](#)

**1739.**

106380G

[Generalized star graphs](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[tarjen's solution](#)

**1740.**

106380K

[Kanon](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1741.**

106380L

[Leak](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1742.**

106380M

[Many CF Rounds vs Capoo](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1743.**

106380E

[Entering the unknown](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1744.**

106380J

[Just reseat!](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1745.**

106380D

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Rating: — · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1746.**

106380I

[I take from the richer](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1747.**

106380C

[Colorful logo](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1748.**

106270A

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Rating: — · first AC: 2026-02-19 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1749.**

106268A

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Rating: — · first AC: 2026-01-19 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1750.**

103119C

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Rating: — · first AC: 2022-03-26 · last AC: 2025-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1751.**

105255F

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Rating: — · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1752.**

105112I

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Rating: — · first AC: 2024-05-06 · last AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1753.**

102832C

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Rating: — · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1754.**

102788L

[Fence](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1755.**

103438H

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Rating: — · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1756.**

102798J

[Steins;Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1757.**

102798B

[Labyrinth](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1758.**

102059K

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Rating: — · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1759.**

101964F

[Min Max Convert](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1760.**

101908G

[Gasoline](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1761.**

103371M

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Rating: — · first AC: 2025-06-19 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1762.**

103443C

[Community Service](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-18 · last AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[tarjen's solution](#)

**1763.**

103371I

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Rating: — · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1764.**

105945C

[Cutting Cards](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1765.**

105945A

[Matrix Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · last AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1766.**

105945I

[Team Naming](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[tarjen's solution](#)

**1767.**

105945G

[Monetary System](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[tarjen's solution](#)

**1768.**

105945H

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

Rating: — · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1769.**

105945J

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

Rating: — · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1770.**

105945K

[Typewriter](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1771.**

105945F

[Ranking Prediction](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1772.**

105945D

[Spell Generation](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1773.**

101986K

[Counting Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1774.**

101986J

[String Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1775.**

101986H

[Homework](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1776.**

105911J

[Hot Pepper](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1777.**

105911C

[Osiris](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**1778.**

105911I

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Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1779.**

105911E

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**1780.**

105911L

[Regnaissance](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1781.**

105911H

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Rating: — · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**1782.**

105911G

[Exploration](#) · [Tutorial](#)

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**1783.**

105911D

[Virtuous Pope](#) · [Tutorial](#)

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**1784.**

105911F

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**1785.**

105911M

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**1786.**

105911K

[Rotation](#) · [Tutorial](#)

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**1787.**

105911A

[Nezha Naohai](#) · [Tutorial](#)

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**1788.**

105901M

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**1789.**

105901C

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**1790.**

105255C

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**1791.**

103104E

[Revue](#) · [Tutorial](#)

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**1792.**

103049J

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**1793.**

104288L

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**1794.**

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**1795.**

104288H

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**1796.**

102500D

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**1797.**

101158I

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**1798.**

105535B

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**1799.**

105535C

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105535G

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**1801.**

105535I

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**1802.**

105535J

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**1803.**

105535E

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**1804.**

105535A

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**1805.**

105535K

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**1806.**

105535H

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**1807.**

105535L

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**1808.**

103743G

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**1809.**

103743D

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**1810.**

105255D

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**1811.**

105255H

[Jet Lag](#) · [Tutorial](#)

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**1812.**

105255A

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**1813.**

105255G

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**1814.**

105255I

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**1815.**

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104011G

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104252G

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**1820.**

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**1821.**

105677C

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**1822.**

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105677D

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**1825.**

105677B

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**1826.**

105677H

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**1827.**

105677M

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**1828.**

102222J

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**1829.**

105666D

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**1830.**

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**1831.**

101986E

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**1832.**

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**1833.**

101986C

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**1834.**

101986F

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**1835.**

101986B

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**1836.**

101986A

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**1837.**

103688B

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**1838.**

103688D

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**1839.**

103688K

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**1840.**

103688L

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**1841.**

103688G

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**1842.**

103688E

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**1843.**

103688C

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**1844.**

103688A

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**1845.**

103688H

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**1846.**

103688F

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**1847.**

103688I

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**1848.**

105633L

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**1849.**

105633G

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**1850.**

105633D

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**1851.**

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**1852.**

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**1853.**

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**1857.**

105633B

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**1858.**

103861D

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**1859.**

104768M

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**1860.**

104768K

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**1861.**

104768J

[The Phantom Menace](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1862.**

104768I

[Barkley II](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1863.**

104768H

[Sweet Sugar](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1864.**

104768G

[Hard Brackets Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1865.**

104768D

[Subway](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1866.**

104768C

[Master of Both IV](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1867.**

104768B

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1868.**

103640A

[Ancient Towers](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · last AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1869.**

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: \*special, data structures, dfs and similar, divide and conquer, trees  
[tarjen's solution](#)

**1870.**

104114B

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1871.**

103960G

[Geometry of Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1872.**

102428B

[Build the Perfect House](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1873.**

104736H

[Health in Hazard](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-16 · last AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1874.**

102428D

[Dazzling stars](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1875.**

104772H

[H-Shaped Figures](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1876.**

104619D

[Divide a Convex](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1877.**

104857K

[Campus Partition](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1878.**

104172G

[Paddle Star](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · last AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1879.**

103409F

[Illuminations II](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · last AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1880.**

105562B

[Binary Search](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1881.**

105562M

[Mouse Trap](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1882.**

105562C

[Connect Five](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1883.**

105562K

[Kruidnoten](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1884.**

105562F

[Flowing Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1885.**

105562J

[Jib Job](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1886.**

105562H

[Hash Collision](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1887.**

105562D

[Dutch Democracy](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1888.**

105562L

[Limited Library](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1889.**

105562E

[Evolving Etymology](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1890.**

105562A

[Alphabetical Aristocrats](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1891.**

104869A

[Intro: Dawn of a New Era](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1892.**

105459I

[A Brand New Geometric Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1893.**

105484F

[Subway](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1894.**

102759B

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

Rating: — · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1895.**

102759L

[Steel Slicing 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1896.**

104021J

[Toad's Travel](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[tarjen's solution](#)

**1897.**

102984B

[Kosaga's Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1898.**

104021C

[Image Processing](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1899.**

104021I

[Base62](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · last AC: 2024-11-08 · PyPy 3-64 (first AC) · Tags: —  
[tarjen's solution](#)

**1900.**

104021L

[Xian Xiang](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1901.**

104021D

[Easy Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1902.**

104021H

[Delivery Route](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1903.**

104021A

[Girls Band Party](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1904.**

104021G

[Pot!!](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1905.**

104021K

[Largest Common Submatrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1906.**

104021F

[Function!](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1907.**

104021B

[So Easy](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1908.**

104021N

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

Rating: — · first AC: 2024-11-08 · PyPy 3-64 (first AC) · Tags: —  
[tarjen's solution](#)

**1909.**

104064F

[Flatland Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1910.**

105484M

[Ordainer of Inexorable Judgment](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[tarjen's solution](#)

**1911.**

105484I

[Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[tarjen's solution](#)

**1912.**

104460H

[To the Park](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[tarjen's solution](#)

**1913.**

104460A

[Digit Mode](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[tarjen's solution](#)

**1914.**

104460C

[0689](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1915.**

104460K

[Escape Plan](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1916.**

104460B

[Grid with Arrows](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1917.**

104460I

[Unrooted Trie](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1918.**

104460J

[Coolbits](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1919.**

104460F

[K-hour Clock](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1920.**

104460E

[Turn It Off](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1921.**

104460L

[Digit Product](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1922.**

101206C

[Mr. Panda and Survey](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1923.**

100792J

[Jealousy](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1924.**

101206G

[Pandaland](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · last AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1925.**

101206D

[Game Leader](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1926.**

101206F

[Periodical Cicadas](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1927.**

101206E

[Problem Buyer](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1928.**

101206L

[Daylight Saving Time](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · PyPy 3 (first AC) · Tags: —  
[tarjen's solution](#)

**1929.**

101206J

[Worried School](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1930.**

101206H

[Engineer Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1931.**

101206I

[Mr. Panda and Crystal](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1932.**

101206B

[Wash](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1933.**

101206A

[The Third Cup is Free](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-27 · last AC: 2024-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1934.**

104821E

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

Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1935.**

105161B

[Area of the Devil](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1936.**

102916K

[Bloodseeker](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1937.**

102916L

[Not the Longest Increasing Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1938.**

102916D

[Two Pirates - 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1939.**

102916B

[Fakes and Shidget](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1940.**

102916G

[Lexicographically Minimal Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1941.**

102916M

[Binary Search Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1942.**

103261A

[Um\\_nik's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1943.**

103261C

[StalinSort Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1944.**

103261E

[Binary Search Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1945.**

103261H

[Greedy Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1946.**

103261I

[Euclid's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · PyPy 3 (first AC) · Tags: —  
[tarjen's solution](#)

**1947.**

103261G

[Petr's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[tarjen's solution](#)

**1948.**

103261F

[Face Recognition Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[tarjen's solution](#)

**1949.**

104369H

[Canvas](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1950.**

102759G

[LCS 8](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1951.**

105229I

[QinQin Ajep](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1952.**

104053K

[Middle Point Graph](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · last AC: 2024-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1953.**

102028C

[Supreme Command](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1954.**

104901M

[Almost Convex](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1955.**

102759C

[Economic One-way Roads](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1956.**

102759I

[Query On A Tree 17](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1957.**

102759E

[Chemistry](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1958.**

104875A

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

Rating: — · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1959.**

104619C

[Cutting into Monotone Increasing Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1960.**

104619E

[Exponentiation](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-16 · PyPy 3-64 (first AC) · Tags: —

[tarjen's solution](#)

**1961.**

104619B

[Better Chance](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[tarjen's solution](#)

**1962.**

104619H

[Heap Structure](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[tarjen's solution](#)

**1963.**

104619A

[Advance to Taoyuan Regional](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[tarjen's solution](#)

**1964.**

104619J

[Java Warriors](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[tarjen's solution](#)

**1965.**

104619K

[Kick](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[tarjen's solution](#)

**1966.**

104619L

[Location, Location, Location](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[tarjen's solution](#)

**1967.**

104875F

[Faster Than Light](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[tarjen's solution](#)

**1968.**

104875K

[Kebab Pizza](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[tarjen's solution](#)

**1969.**

104875G

[Going in Circles](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[tarjen's solution](#)

**1970.**

104875H

[High-quality Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[tarjen's solution](#)

**1971.**

104875E

[ETA](#) · [Tutorial](#)Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)**1972.**

104875D

[Delft Distance](#) · [Tutorial](#)Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)**1973.**

104875C

[Circular Caramel Cookie](#) · [Tutorial](#)Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)**1974.**

104875B

[Bottle Flip](#) · [Tutorial](#)Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)**1975.**

104875J

[Justice Served](#) · [Tutorial](#)Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)**1976.**

104875I

[Interview Question](#) · [Tutorial](#)Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)**1977.**

104875L

[Last Guess](#) · [Tutorial](#)Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)**1978.**

103640D

[Daily Turnovers](#) · [Tutorial](#)Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)**1979.**

102759F

[Interval Graph](#) · [Tutorial](#)Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)**1980.**

102759A

[Advertisement Matching](#) · [Tutorial](#)Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)**1981.**

102759J

[Remote Control](#) · [Tutorial](#)Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1982.**

102759D

[Just Meeting](#) · Tutorial

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**1983.**

102759H

[Alchemy](#) · Tutorial

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**1984.**

102759K

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[tarjen's solution](#)

**1985.**

105336L

[Quota](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1986.**

105336K

[Söfnun](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1987.**

105336J

[Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1988.**

105336I

[Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1989.**

105336G

[Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1990.**

105336E

[Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1991.**

105336D

[Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1992.**

105336C

[Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**1993.**

105336B

[Q&A-Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1994.**

105327H

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**1995.**

105327I

[Ingredients that may Harm You](#) · [Tutorial](#)

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**1996.**

105327B

[Bacon Number](#) · [Tutorial](#)

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**1997.**

105327E

[Enigma of the Jewelry Case](#) · [Tutorial](#)

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**1998.**

105327A

[Attention to the Meeting](#) · [Tutorial](#)

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**1999.**

105327L

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

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[tarjen's solution](#)

**2000.**

105327K

[Karamell](#) · [Tutorial](#)

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**2001.**

105327F

[Fractions are better when continued](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2002.**

104053B

[Ayano and sequences](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2003.**

102992J

[Just Another Game of Stones](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2004.**

104651F

[Flying Ship Story](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-21 · last AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[tarjen's solution](#)

**2005.**

102220I

[Temperature Survey](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[tarjen's solution](#)

**2006.**

103855I

[Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[tarjen's solution](#)

**2007.**

102984F

[Rhythm Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —

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**2008.**

102984J

[Setting Maps](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: —

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**2009.**

102984D

[Non-Decreasing Subarray Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —

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**2010.**

102984K

[Determinant](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: —

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**2011.**

102984E

[Observer Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: —

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**2012.**

102984G

[Solo Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —

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**2013.**

102471J

[Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-27 · last AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —

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**2014.**

104373H

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

Rating: — · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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**2015.**

103371K

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

Rating: — · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**2016.**

105222C

[Black-White Cubic Lattice](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**2017.**

105139D

[MACARON Likes Happy Endings](#) · [Tutorial](#)

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**2018.**

105222G

[Function Query](#) · [Tutorial](#)

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**2019.**

105222F

[Isoball: 2D Version](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**2020.**

105222J

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**2021.**

105222K

[Element Reaction](#) · [Tutorial](#)

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**2022.**

105222B

[Link Summon](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**2023.**

105222A

[Reverse Pairs Coloring](#) · [Tutorial](#)

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[tarjen's solution](#)

**2024.**

105222I

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**2025.**

105222L

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**2026.**

105222H

[GG and YY's Stone Game](#) · [Tutorial](#)

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[tarjen's solution](#)

**2027.**

105222E

[L-Covering Checker](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2028.**

103729C

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

Rating: — · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2029.**

103729H

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

Rating: — · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2030.**

104095H

[g-TuQKN •û•lc'R](#)

Rating: — · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**2031.**

102798E

[So Many Possibilities...](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**2032.**

104373E

[Pass the Ball!](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-26 · last AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**2033.**

104373K

[Link-Cut Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2034.**

104373I

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

Rating: — · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**2035.**

104373G

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Rating: — · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**2036.**

104373F

[Sandpile on Clique](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**2037.**

104373C

[Laser Trap](#) · [Tutorial](#)

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**2038.**

104373A

[So I'll Max Out My Constructive Algorithm Skills](#) · [Tutorial](#)

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[tarjen's solution](#)

**2039.**

105229E

[eäurōNöëå](#)

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**2040.**

103428F

[Stone](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**2041.**

103104K

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**2042.**

103428E

[CHASE!](#) · [Tutorial](#)

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**2043.**

103470E

[Paimon Segment Tree](#) · [Tutorial](#)

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**2044.**

105229M

[NTQb4Y](#)

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**2045.**

105229L

[bīcōjW](#)

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**2046.**

105229K

[eđQbrial](#)

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**2047.**

105229J

[g•t•T•p•R](#)

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[tarjen's solution](#)

**2048.**

105229G

[Game 2048](#)

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[tarjen's solution](#)

**2049.**

105229D

[Top N](#)

Rating: — · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2050.**

105229A

[Topological Sort](#)

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[tarjen's solution](#)

**2051.**

105170H

[Games on the Ads 2: Painting](#) · [Tutorial](#)

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**2052.**

105170F

[Best Player](#) · [Tutorial](#)

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**2053.**

105170K

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**2054.**

105170D

[Parallel Lines](#) · [Tutorial](#)

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**2055.**

105170C

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**2056.**

105170B

[Dfs Order 0.5](#) · [Tutorial](#)

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**2057.**

105170E

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

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**2058.**

105170G

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**2059.**

105170L

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**2060.**

105170I

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**2061.**

103495B

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**2062.**

104945M

[In-order](#) · [Tutorial](#)

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**2063.**

103371L

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**2064.**

105173B

[Charging Station](#) · [Tutorial](#)

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**2065.**

105173M

[House](#) · [Tutorial](#)

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**2066.**

105173I

[Password](#) · [Tutorial](#)

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**2067.**

105173A

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**2068.**

105173E

[Checksum](#) · [Tutorial](#)

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[tarjen's solution](#)

**2069.**

105173L

[Bracket Generation](#) · [Tutorial](#)

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[tarjen's solution](#)

## 2070.

105173D

[nIM gAME](#) · Tutorial

Rating: — · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

## 2071.

105173J

[Breakfast](#) · Tutorial

Rating: — · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

## 2072.

105163B

[String](#) · Tutorial

Rating: — · first AC: 2024-05-13 · last AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

## 2073.

105143M

[Merge](#) · Tutorial

Rating: — · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

## 2074.

105143E

[Boomerang](#) · Tutorial

Rating: — · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

## 2075.

105163E

[Three Kingdoms](#) · Tutorial

Rating: — · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

## 2076.

105158M

[g Ette](#) · Tutorial

Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

## 2077.

105158J

[c Run](#) · Tutorial

Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

## 2078.

105158G

[bk](#) · Tutorial

Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

## 2079.

105158F

[OtyAW](#) · Tutorial

Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

## 2080.

105163G

[Grey-like Code](#) · Tutorial

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[tarjen's solution](#)

**2081.**

105163C

[Monster Hunt](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2082.**

105163L

[Badminton](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2083.**

105163J

[Trade](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2084.**

105163F

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Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2085.**

105163D

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**2086.**

105163K

[Puzzle](#) · [Tutorial](#)

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**2087.**

105163I

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[tarjen's solution](#)

**2088.**

104945J

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**2089.**

104945D

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**2090.**

104945G

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**2091.**

104945C

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**2092.**

104945L

[Broken trophy](#) · [Tutorial](#)

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[tarjen's solution](#)

**2093.**

104945B

[Supporting everyone](#) · [Tutorial](#)

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**2094.**

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2095.**

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2096.**

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2097.**

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2098.**

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2099.**

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-13 · last AC: 2024-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2100.**

105112E

[Exponentiation](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2101.**

105112G

[Galaxy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2102.**

105112C

[Chair Dance](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2103.**

105112J

[Jogging Tour](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2104.**

105112H

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

Rating: — · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2105.**

105112F

[Fixing Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2106.**

105112K

[Klompdansen](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2107.**

105112D

[Date Picker](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2108.**

105112L

[Lateral Damage](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2109.**

105112A

[Arranging Adapters](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2110.**

104459I

[Connected Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2111.**

104736E

[Elevated Profits](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-18 · last AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2112.**

103055B

[Restore Atlantis](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · last AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2113.**

104976B

[Festival Decorating](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2114.**

104976K

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tarjen's solution](#)

**2115.**

104976M

[V-Diagram](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2116.**

104976J

[Mysterious Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2117.**

104976H

[Sugar Sweet II](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2118.**

104976G

[Snake Move](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2119.**

104976F

[Top Cluster](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2120.**

104976E

[Period of a String](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2121.**

104976D

[Operator Precedence](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2122.**

104976A

[Submissions](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2123.**

104363D

[Pandemic](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · last AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2124.**

104901E

[I Just Want... One More...](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2125.**

104736J

[Journey of the Robber](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2126.**

104736K

[Keen on Order](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2127.**

104736G

[GPS on a Flat Earth](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2128.**

104736C

[Candy Rush](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2129.**

104736I

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2130.**

104736F

[Forward and Backward](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2131.**

104736D

[Deciphering WordWhiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2132.**

104736B

[Blackboard Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2133.**

104736M

[Meeting Point](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2134.**

102428H

[Hold or Continue?](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2135.**

102428J

[Jumping Grasshoper](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2136.**

102428C

[Cut Inequality Down](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2137.**

101775J

[Straight Master](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-15 · last AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2138.**

102059B

[Dev, Please Add This!](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-03 · last AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2139.**

102059J

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

Rating: — · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2140.**

104891J

[Teleportation](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2141.**

104891I

[Refresher into Midas](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2142.**

104891H

[Random Tree Parking](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2143.**

104891G

[Parity Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2144.**

104891E

[Inverse Topological Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2145.**

104891D

[Graph of Maximum Degree 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2146.**

104891A

[\(-1,1\)-Sumplete](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2147.**

103861H

[Check Pattern is Good](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2148.**

104712C1

[Saving the Jelly C1](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2149.**

104712C2

[Saving the Jelly C2](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2150.**

104317C

[Converse the string](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-17 · last AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2151.**

104317A

[Antiamuny wants to learn binary search](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-17 · last AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2152.**

102059M

[Utilitarianism](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-29 · last AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2153.**

102059A

[Coloring Roads](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2154.**

102059D

[Dumae](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2155.**

102059G

[Fascination Street](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2156.**

102059E

[Electronic Circuit](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2157.**

102059F

[Fake Plastic Trees](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2158.**

102059L

[Timsort](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2159.**

102059H

[Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2160.**

102059I

[Game on Plane](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2161.**

103652F

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

Rating: — · first AC: 2023-12-25 · last AC: 2023-12-25 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2162.**

103652L

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-22 · last AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2163.**

103652B

[Linear Congruential Generator](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2164.**

103652E

[Power of Function](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-21 · last AC: 2023-12-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2165.**

103652G

[Cosmic Cleaner](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2166.**

103652H

[Quicksort](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2167.**

103652K

[Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-21 · last AC: 2023-12-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2168.**

103069G

[Prof. Pang's sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2169.**

104832J

[Do It Yourself?](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2170.**

104832I

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

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2171.**

104832H

[Task Assignment to Two Employees](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2172.**

104832E

[Chayas](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2173.**

104832G

[Fortune Telling](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2174.**

104832K

[Probing the Disk](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2175.**

104832B

[Rank Promotion](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2176.**

104832D

[Nested Repetition Compression](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2177.**

104832F

[Color Inversion on a Huge Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2178.**

104832A

[Yokohama Phenomena](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2179.**

103409K

[Tax](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2180.**

103409J

[Suffix Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2181.**

103409B

[A Plus B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2182.**

103409D

[Assumption is All You Need](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · last AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2183.**

103409E

[Buy and Delete](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · last AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2184.**

103409G

[Occupy the Cities](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-15 · last AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2185.**

103409I

[PTSD](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · last AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2186.**

103409A

[A Hero Named Magnus](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · last AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2187.**

104821K

[Grand Finale](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2188.**

104825M

[\ Hv, löge](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2189.**

104825L

[Equation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2190.**

104825K

[str•ÜR](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2191.**

104825I

[f. QloriaRM\*i\*](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2192.**

104825J

[pass](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2193.**

104825H

[LCA Determinant](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2194.**

104825G

[War](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2195.**

104825E

[MyGO!!!!](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2196.**

104825C

[\L.Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2197.**

104825A

[RM\*wa\*](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2198.**

104772B

[Based Zeros](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2199.**

104772F

[First Solved, Last Coded](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2200.**

104772C

[Colorful Village](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2201.**

104772E

[Every Queen](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2202.**

104772I

[Intersegment Activation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2203.**

104772J

[Jumping Frogs](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2204.**

104772K

[Kitchen Timer](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2205.**

104772G

[Game of Nim](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2206.**

104772D

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

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2207.**

104772M

[Missing Vowels](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2208.**

104772A

[Axis-Aligned Area](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2209.**

104790D

[Democratic Naming](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2210.**

104790B

[Battle Bots](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2211.**

104790A

[\texttt{apt upgrade}](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2212.**

104821D

[Red Black Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2213.**

104821L

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2214.**

104821M

[Trapping Rain Water](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2215.**

104821I

[Counter](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2216.**

104821G

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2217.**

104821F

[Equivalent Rewriting](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2218.**

104821C

[Primitive Root](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2219.**

104821A

[Cool, It's Yesterday Four Times More](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2220.**

104813G

[The Only Way to the Destination](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2221.**

104813J

[Game on a Forest](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2222.**

104813M

[Painter](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2223.**

104813L

[Palm Island](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)



**2235.**

104787F

[Mystery of Prime](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2236.**

104787D

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

Rating: — · first AC: 2023-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2237.**

104787A

[Make SYSU Great Again I](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2238.**

104725L

[Q1to8b](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2239.**

104725H

[W4&N2n8b](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2240.**

104725E

[I8N1PW](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2241.**

104725K

[RSP](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · PyPy 3-64 (first AC) · Tags: —  
[tarjen's solution](#)

**2242.**

104725F

[gTmSG\[P^R](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2243.**

104725A

[u7471aEQ•N](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2244.**

104721A

[apple](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2245.**

104651L

[Partially Free Meal](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2246.**

102979D

[Designing a PCB](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2247.**

102800D

[Trie](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2248.**

102800I

[World Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2249.**

102800F

[Queue](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2250.**

102800M

[Warmup:Upanishad](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2251.**

102800J

[Situation](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2252.**

102800H

[Curious](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2253.**

102800G

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2254.**

102800A

[Chord](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2255.**

102800L

[Swimmer](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2256.**

102800E

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

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2257.**

102800B

[Problem Select](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2258.**

102800C

[String Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2259.**

101964G

[Matrix Queries](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2260.**

101964I

[Inversion](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2261.**

101964B

[Broken Watch](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2262.**

101964C

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2263.**

101964E

[Fishermen](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2264.**

104614B

[A Musical Question](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2265.**

104614G

[Pea Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2266.**

104614D

[Determining Nucleotide Assortments](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2267.**

104651A

[Almost Prefix Concatenation](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2268.**

104651E

[Robot Experiment](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2269.**

104639B

[String](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2270.**

104639J

[Minimum Manhattan Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2271.**

104639L

[KaChang!](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2272.**

104639K

[Minimum Euclidean Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2273.**

104639I

[Pa?sWord](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2274.**

104639G

[Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2275.**

104639D

[Transitivity](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2276.**

104639A

[Qualifiers Ranking Rules](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2277.**

104566I

[Kuririn MIRACLE](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · last AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2278.**

102979K

[Knowledge Is...](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2279.**

102979L

[Lights On The Road](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2280.**

104090K

[Master of Both](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · last AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2281.**

102979E

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

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2282.**

102979C

[Colorful Squares](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2283.**

102979B

[Best Meeting Places](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2284.**

103260G

[Remove the Prime](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2285.**

102992I

[Interested in Skiing](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2286.**

102992D

[Degree of Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2287.**

102992C

[Certain Scientific Railgun](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2288.**

102979G

[Generate The Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2289.**

102979F

[Find the XOR](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2290.**

102979I

[Integer Array Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2291.**

102979J

[Junkeyom's Contest](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2292.**

104064E

[Exchange Students](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2293.**

102992A

[Ah, It's Yesterday Once More](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2294.**

102992E

[Evil Coordinate](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2295.**

102992H

[Harmonious Rectangle](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2296.**

102992F

[Fireworks](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2297.**

102992L

[Let's Play Curling](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2298.**

102992M

[Monster Hunter](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2299.**

102992K

[K Co-prime Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2300.**

103260J

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

Rating: — · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2301.**

103260M

[Discrete Logarithm is a Joke](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2302.**

102956H

[Bytelandia States Union](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2303.**

102956K

[Bookcase Solidity United](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2304.**

102956F

[Border Similarity Undertaking](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2305.**

102956B

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

Rating: — · first AC: 2023-09-21 · last AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2306.**

102956E

[Brief Statements Union](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2307.**

102956N

[Best Solution Unknown](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2308.**

102956C

[Brave Seekers of Unicorns](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2309.**

102956D

[Bank Security Unification](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2310.**

102956M

[Brilliant Sequence of Umbrellas](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2311.**

102956I

[Binary Supersonic Utahraptors](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2312.**

102956G

[Biological Software Utilities](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2313.**

102956J

[Burnished Security Updates](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2314.**

102576K

[To argue, or not to argue](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2315.**

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2316.**

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2317.**

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2318.**

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2319.**

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2320.**

102900K

[Traveling Merchant](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2321.**

104566D

[Pixel Art](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2322.**

104566F

[Chaleur](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2323.**

104566J

[Press the Button](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2324.**

104566K

[XOR Clique](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2325.**

104566H

[Traveling on the Axis](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2326.**

104566G

[Couleur](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2327.**

104566C

[Halting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2328.**

104566B

[Red Black Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2329.**

104566A

[Live Love](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2330.**

104270B

[Kawa Exam](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2331.**

102576A

[Bags of Candies](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2332.**

102576F

[The Halfwitters](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-23 · last AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2333.**

102576E

[Contamination](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**2334.**

102576C

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Rating: — · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**2335.**

102576H

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Rating: — · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**2336.**

102576G

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Rating: — · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**2337.**

102576I

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Rating: — · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**2338.**

102576L

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Rating: — · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**2339.**

102576B

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Rating: — · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**2340.**

104459D

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Rating: — · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**2341.**

102500K

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Rating: — · first AC: 2023-08-13 · last AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**2342.**

102500J

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Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**2343.**

102500H

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Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**2344.**

102220F

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Rating: — · first AC: 2023-08-12 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

2345.

104095D

[Virtual](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

2346.

103117G

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Rating: — · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: —

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2347.

104385G

[Copy and Paste · Tutorial](#)

Rating: — · first AC: 2023-07-31 · last AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

2348.

104095F

[eÄn0EÜW0](#)

Rating: — · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

2349.

104095B

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Rating: — · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

2350.

104095C

[b Tutoria° -Æ~Ó•è-](#)

Rating: — · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

2351.

104095K

[\[PN2úu|Vpe†N2](#)

Rating: — · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

2352.

104095I

[Y\\*Uopp,](#)

Rating: — · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

2353.

104095J

[NOÛR6N 0 ^se¹TCE](#)

Rating: — · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

2354.

104095E

[Sñetwál](#)

Rating: — · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

2355.

104095A

[sÿÓzã!](#)

Rating: — · first AC: 2023-07-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[tarjen's solution](#)

**2356.**

102823L

[Two Ants](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2357.**

102465J

[Mona Lisa](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2358.**

102465C

[Crosswords](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2359.**

102220D

[Master of Data Structure](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2360.**

102220H

[Skyscraper](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2361.**

102220B

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2362.**

102220E

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

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2363.**

102220C

[Line-line Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2364.**

102220G

[Radar Scanner](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2365.**

102220J

[Time Limit](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2366.**

102465G

[Strings](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2367.**

102465H

[Travel Guide](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2368.**

102465I

[Mason's Mark](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2369.**

102465F

[Paris by Night](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2370.**

102465K

[Dishonest Driver](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2371.**

102465E

[Rounding](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2372.**

102465B

[Blurred Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2373.**

102465D

[Monument Tour](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2374.**

102465A

[City of Lights](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2375.**

103428J

[Circular Billiard Table](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tarjen's solution](#)

**2376.**

103428D

[Period](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tarjen's solution](#)

**2377.**

103428A

[Goodbye, Ziyin!](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2378.**

102055H

[Game on the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-03 · last AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2379.**

103118K

[Piggy Calculator](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2380.**

103861C

[String-dle Count](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2381.**

103119J

[Jewel Grab](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2382.**

101741F

[GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2383.**

103145G

[Ball](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2384.**

103145H

[Loneliness](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2385.**

103145D

[Lowbit](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2386.**

103145C

[Vertex Deletion](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2387.**

103145K

[City](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2388.**

103145A

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2389.**

103145M

[Master of Shuangpin](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2390.**

103145I

[Takeaway](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2391.**

103145E

[Easy Math Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2392.**

102769H

[Holy Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2393.**

102460L

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

Rating: — · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2394.**

103855G

[Stones 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2395.**

101194A

[Mr. Panda and Strips](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2396.**

101194G

[Pandaria](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2397.**

101194B

[Hemi Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2398.**

101194F

[Mr. Panda and Fantastic Beasts](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2399.**

101194E

[Bet](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2400.**

101194D

[Great Cells](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2401.**

101194H

[Ice Cream Tower](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2402.**

101194C

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2403.**

101194L

[Number Theory Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2404.**

101741D

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2405.**

102361C

[Sakurada Reset](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2406.**

102823A

[Array Merge](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2407.**

102823B

[Array Modify](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-16 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2408.**

102823J

[Stone Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-16 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2409.**

102823G

[Greatest Common Divisor](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-16 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2410.**

102823D

[Bits Reverse](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-21 · last AC: 2023-06-16 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tarjen's solution](#)

**2411.**

102823H

[Hamming Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-16 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2412.**

102875K

[Kanade Hates Recruitment](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-15 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2413.**

104064L

[Lucky Shirt](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2414.**

104064H

[Heating Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2415.**

104363B

[Chevonne's Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2416.**

104207I

[Inkopolis](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2417.**

102394B

[Binary Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-13 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2418.**

102394L

[LRU Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-13 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2419.**

102394A

[Artful Paintings](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-13 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2420.**

102394E

[Exchanging Gifts](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-13 · last AC: 2023-06-13 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2421.**

102394I

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

Rating: — · first AC: 2023-06-13 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2422.**

102394F

[Fixing Banners](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-13 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2423.**

102394K

[Keeping Rabbits](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-13 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2424.**

102394J

[Justifying the Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-13 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2425.**

102055C

[GCD Land](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-13 · PyPy 3-64 (first AC) · Tags: —  
[tarjen's solution](#)

**2426.**

104396G

[Moving Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-12 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2427.**

104396E

[LCM Plus GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-12 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2428.**

104270K

[Airdrop](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-12 · last AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2429.**

101741J

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

Rating: — · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2430.**

101741K

[Consistent Occurrences](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2431.**

101741L

[Increasing Costs](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2432.**

101741C

[Cover the Paths](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2433.**

101741A

[Three Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2434.**

104417F

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

Rating: — · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2435.**

104417K

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

Rating: — · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2436.**

102392A

[Max or Min](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2437.**

104417C

[Trie](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2438.**

104417M

[Computational Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2439.**

104417L

[Puzzle: Sashigane](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2440.**

104417J

[Not Another Path Query Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2441.**

104417E

[Math Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2442.**

104417B

[Building Company](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2443.**

104417D

[Fast and Fat](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2444.**

104417G

[Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2445.**

104417I

[Three Dice](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2446.**

104417A

[Orders](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2447.**

103741B

[Contest Preparation](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2448.**

103741K

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2449.**

104396L

[Architect](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**2450.**

104396F

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Rating: — · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**2451.**

104396K

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

Rating: — · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**2452.**

104396A

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Rating: — · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2453.**

104396J

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

Rating: — · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2454.**

104396H

[Neil's Machine](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2455.**

104396I

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2456.**

104270I

[Soldier Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-31 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2457.**

103741M

[XOR Almost Everything](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-27 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2458.**

104366B

[Problem B](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2459.**

103627C

[AND PLUS OR](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2460.**

104385F

[Cities](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2461.**

104385D

[Stack Out](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2462.**

104385H

[Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2463.**

104385B

[Wonderful Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2464.**

104385K

[Split](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2465.**

104385C

[Battle](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2466.**

104385J

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2467.**

104385I

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2468.**

104385A

[Drill Wood to Make Fire](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2469.**

104385L

[Zhang Fei Threading Needles - Thick with Fine](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2470.**

104363K

[Turn-based Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2471.**

104366L

[Spatial Quantum Energy Theory](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2472.**

104366F

[MPFT](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2473.**

104366H

[Light the Street](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2474.**

104366D

[Concrete Painting](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2475.**

104366G

[Expected Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2476.**

104366J

[Less Time on the Road](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2477.**

104366I

[Subsetting and Summing](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2478.**

104366M

[Easy Problem of Prime](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2479.**

104366K

[The Secret Comparison](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2480.**

104366A

[Cask Effect](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2481.**

104363L

[Subxor](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-20 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2482.**

102803I

[InkBall FX](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2483.**

102803B

[Bills of Paradise](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2484.**

102803H

[Hate That You Know Me](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2485.**

102411C

[Cross-Stitch](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2486.**

104011J

[Journey in Fog](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2487.**

104011F

[First to Solve](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2488.**

104354D

[Toxel NTW](#) · [Tutorial](#) · [SihiN uL](#)

Rating: — · first AC: 2023-05-16 · last AC: 2023-05-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[tarjen's solution](#)

**2489.**

104363J

[XOR String](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[tarjen's solution](#)

**2490.**

104363E

[Ethernet](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[tarjen's solution](#)

**2491.**

104363I

[Club](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[tarjen's solution](#)

**2492.**

104363A

[Magic Computer](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[tarjen's solution](#)

**2493.**

104363F

[Folder](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[tarjen's solution](#)

**2494.**

104354A

[AsmiB'SW](#)

Rating: — · first AC: 2023-05-11 · last AC: 2023-05-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[tarjen's solution](#)

**2495.**

104354I

[epkceab](#)

Rating: — · first AC: 2023-05-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[tarjen's solution](#)

**2496.**

104354K

[c'Rindep](#)

Rating: — · first AC: 2023-05-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[tarjen's solution](#)

**2497.**

104354G

[Toxel NTW](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[tarjen's solution](#)

**2498.**

104354E

[we5nab](#)

Rating: — · first AC: 2023-05-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[tarjen's solution](#)

**2499.**

104354C

[Toxel N](#) [Futurapu b Vh](#)

Rating: — · first AC: 2023-05-11 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2500.**

104354B

[Art for Rest](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2501.**

104354H

[Travel Begins](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2502.**

104354F

[Art for Last](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2503.**

102392E

[Life Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2504.**

102392B

[Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2505.**

102392D

[Cycle String?](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2506.**

102392F

[Game on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2507.**

102392J

[Graph and Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2508.**

102392G

[Projection](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2509.**

102392I

[Absolute Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2510.**

104023K

[IWanna Maker](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2511.**

102835I

[Critical Structures](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2512.**

104013H

[Heroes of Coin Flipping](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-04 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2513.**

104013L

[Lost Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-04 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2514.**

104337D

[Darkness II](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-03 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2515.**

104337B

[Mode](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · last AC: 2023-05-01 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2516.**

104337I

[Step](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2517.**

104337E

[Inverse Counting Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2518.**

104337F

[Inverse Manacher](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2519.**

104337K

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2520.**

104337H

[Binary Craziness](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2521.**

104337J

[Expansion](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2522.**

104337C

[Darkness I](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2523.**

104337M

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

Rating: — · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2524.**

102875A

[Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2525.**

102875J

[Just Multiplicative Inverse](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-26 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2526.**

102875I

[Intersections](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-26 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2527.**

102875H

[Happy Morse Code](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-26 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2528.**

102875G

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-26 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2529.**

102875E

[Eliminate the Virus](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-26 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2530.**

102875D

[Delete Prime](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-26 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2531.**

102875C

[Cats](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-26 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2532.**

103627E

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

Rating: — · first AC: 2023-04-25 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2533.**

103627B

[Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-25 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2534.**

102900C

[Sum of Log](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-25 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2535.**

102900L

[Traveling in the Grid World](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-25 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2536.**

101669C

[Christmas Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2537.**

101669L

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

Rating: — · first AC: 2023-04-23 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2538.**

101669B

[Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2539.**

101669D

[Harry Potter and The Vector Spell](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2540.**

101669K

[Escape Room](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2541.**

101669J

[Cunning Friends](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2542.**

101669G

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2543.**

101669F

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

Rating: — · first AC: 2023-04-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2544.**

101669A

[Concerts](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2545.**

101987I

[Square Root](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-20 · last AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2546.**

101987C

[Disks Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2547.**

101987E

[LED](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2548.**

101987G

[Secret Code](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2549.**

101987F

[Parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2550.**

101987J

[Starwars](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2551.**

101987A

[Circuits](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2552.**

101987B

[Cosmetic Survey](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2553.**

101987K

[TV Show Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2554.**

101987L

[Working Plan](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2555.**

101987D

[Go Latin](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2556.**

104304F

[qaq](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2557.**

104304E

[S:FO9:M](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2558.**

104304D

[Oshwicigwq NtÑk8](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2559.**

104304C

[Toxel NtSina!™](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2560.**

104304B

[.bNrlY'QIVàep](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2561.**

104304A

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Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2562.**

104270G

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Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**2563.**

104317J

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**2564.**

104317I

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Rating: — · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**2565.**

104317H

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**2566.**

104317G

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**2567.**

104317F

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**2568.**

104317E

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**2569.**

104317D

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**2570.**

104317B

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Rating: — · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**2571.**

104114I

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Rating: — · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**2572.**

104270L

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**2573.**

104270D

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**2574.**

104270F

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**2575.**

104270E

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**2576.**

104270J

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**2577.**

104270C

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**2578.**

104270M

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**2579.**

104282I

[Magic Tree](#) · [Tutorial](#)

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**2580.**

104282G

[Domino](#) · [Tutorial](#)

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**2581.**

104282J

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**2582.**

103048F

[Function-Cuber](#) · [Tutorial](#)

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**2583.**

103048A

[Abstract Algebra](#) · [Tutorial](#)

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**2584.**

103048B

[Bracelet](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · last AC: 2023-03-31 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**2585.**

103048J

[Just the Chosen One](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2586.**

103048D

[Divide](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-13 · last AC: 2023-03-31 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**2587.**

103048G

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Rating: — · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**2588.**

103048I

[I Love You](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**2589.**

103048K

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**2590.**

103048C

[Countdown](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**2591.**

103048E

[Edge Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**2592.**

104252F

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Rating: — · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2593.**

102361G

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

Rating: — · first AC: 2023-03-22 · last AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2594.**

104234I

[DAG Generation](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**2595.**

104234H

[Graph Isomorphism](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · last AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**2596.**

104234J

[Persian Casino](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**2597.**

104234M

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Rating: — · first AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**2598.**

104234G

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**2599.**

104234K

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**2600.**

104234E

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**2601.**

104252K

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**2602.**

104252H

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Rating: — · first AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**2603.**

104252C

[City Folding](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**2604.**

104252M

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Rating: — · first AC: 2023-03-20 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**2605.**

104252A

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Rating: — · first AC: 2023-03-20 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**2606.**

104252I

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Rating: — · first AC: 2023-03-20 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**2607.**

104252E

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Rating: — · first AC: 2023-03-20 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**2608.**

104252D

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Rating: — · first AC: 2023-03-20 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**2609.**

104252L

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**2610.**

104197N

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**2611.**

104197G

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Rating: — · first AC: 2023-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**2612.**

104197C

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**2613.**

104197B

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**2614.**

104197J

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**2615.**

104197D

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**2616.**

104197F

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**2617.**

104197I

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**2618.**

104197K

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**2619.**

104197E

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**2620.**

104197A

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**2621.**

104128J

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**2622.**

104160A

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**2623.**

104160L

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Rating: — · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**2624.**

104160C

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Rating: — · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**2625.**

104160D

[DRX vs. T1](#) · [Tutorial](#)

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**2626.**

104207J

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**2627.**

104207C

[Rich Game](#) · [Tutorial](#)

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**2628.**

104207G

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**2629.**

104207K

[Knightmare](#) · [Tutorial](#)

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**2630.**

104207E

[Evil Forest](#) · [Tutorial](#)

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**2631.**

104207A

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Rating: — · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**2632.**

104160F

[Half Mixed](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**2633.**

104128M

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Rating: — · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**2634.**

104128I

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**2635.**

104128G

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**2636.**

104128D

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**2637.**

104128B

[Ropeway](#) · [Tutorial](#)

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**2638.**

104128A

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**2639.**

103443F

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Rating: — · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**2640.**

102822B

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Rating: — · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2641.**

104172C

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Rating: — · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2642.**

104172F

[Sum of Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-07 · last AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**2643.**

104172L

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

Rating: — · first AC: 2023-02-06 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**2644.**

104172K

[Maximum GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-06 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2645.**

104172H

[Another Goose Goose Duck Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-06 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**2646.**

104172E

[Goose, Goose, DUCK?](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-06 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2647.**

104172B

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Rating: — · first AC: 2023-02-06 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**2648.**

104172A

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Rating: — · first AC: 2023-02-06 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**2649.**

103055H

[Grammy and HearthStone](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**2650.**

103055D

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Rating: — · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2651.**

103055G

[Wall Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2652.**

103055I

[Grammy and Ropes](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2653.**

103055F

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

Rating: — · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2654.**

103055J

[Grammy and Jewelry](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2655.**

103055C

[Cube](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**2656.**

103055M

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Rating: — · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**2657.**

103055L

[String Freshman](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2658.**

103055A

[League of Legends](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**2659.**

103118A

[Beta Go](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2660.**

103118F

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2661.**

103118B

[Build Roads](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2662.**

103118C

[Cat Virus](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2663.**

103118D

[Dyson Box](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2664.**

103118M

[Matrix Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2665.**

103118H

[Adventurer's Guild](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2666.**

103118G

[Grade Point Average](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2667.**

103371B

[Cilantro](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2668.**

103371A

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Rating: — · first AC: 2023-01-19 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2669.**

103371E

[Goose Coins](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**2670.**

103371C

[Equivalent Pipelines](#) · [Tutorial](#)

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[tarjen's solution](#)

**2671.**

103371H

[Or Machine](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2672.**

103371J

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Rating: — · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**2673.**

104128E

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**2674.**

104094L

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**2675.**

104094G

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**2676.**

104094K

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104094D

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**2678.**

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**2680.**

104094E

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**2681.**

104094A

[Meeting Near the Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2682.**

102055J

[Mr. Panda and Sequence Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-10 · last AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2683.**

104012G

[Greatest Common Divisor](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2684.**

104012D

[Dice Grid](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2685.**

104012K

[K-Shaped Figures](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2686.**

104012F

[Focusing on Costs](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2687.**

104012I

[IQ Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2688.**

104012M

[Mex and Cards](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2689.**

104012B

[Bricks in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2690.**

104012E

[Easily Distinguishable Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2691.**

104012L

[Limited Swaps](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2692.**

104012C

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2693.**

104012A

[Absolutely Flat](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2694.**

104012N

[New Time](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2695.**

102055D

[Cube](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-06 · last AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2696.**

102055B

[Balance of the Force](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2697.**

102055K

[Mr. Panda and Kakin](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2698.**

102055I

[Cockroaches](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2699.**

102055G

[Pastoral Life in Stardew Valley](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2700.**

102055L

[Ultra Weak Goldbach's Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2701.**

102055A

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Rating: — · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2702.**

103931L

[Last Warning of the Competition Finance Officer](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2703.**

103931N

[Nine Is Greater Than Ten](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2704.**

103931M

[My University Is Better Than Yours](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2705.**

103931I

[It Takes Two of Two](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2706.**

103931H

[Heirloom Painting](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2707.**

103931G

[Gua!](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2708.**

103931E

[Expenditure Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2709.**

103931C

[Coffee Overdose](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2710.**

103931B

[Bracket Query](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2711.**

103931A

[Another A+B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2712.**

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2713.**

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-03 · last AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2714.**

104076J

[Skills](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-02 · last AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2715.**

104076C

[DFS Order 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · last AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2716.**

104090I

[Guess Cycle Length](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2717.**

104064D

[Dyson Circle](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2718.**

104064G

[Glossary Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2719.**

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2720.**

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2721.**

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2722.**

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2723.**

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2724.**

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2725.**

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2726.**

102769I

[Interstellar Hunter](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2727.**

102411D

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

Rating: — · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2728.**

101775D

[Mr. Panda and Geometric Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2729.**

101775F

[Good Number](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-15 · last AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2730.**

102361L

[MUV LUV ALTERNATIVE](#) · [Tutorial](#)Rating: — · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)**2731.**

102361K

[MUV LUV UNLIMITED](#) · [Tutorial](#)Rating: — · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)**2732.**

102361J

[MUV LUV EXTRA](#) · [Tutorial](#)Rating: — · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)**2733.**

102361I

[Invoker](#) · [Tutorial](#)Rating: — · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)**2734.**

102361F

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[tarjen's solution](#)**2735.**

102361E

[Escape](#) · [Tutorial](#)Rating: — · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)**2736.**

102361D

[Decimal](#) · [Tutorial](#)Rating: — · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)**2737.**

102361A

[Angle Beats](#) · [Tutorial](#)Rating: — · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)**2738.**

101775H

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[tarjen's solution](#)**2739.**

101775B

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[tarjen's solution](#)**2740.**

101775L

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[tarjen's solution](#)

**2741.**

101775K

[Downgrade](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2742.**

101775C

[Traffic Light](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2743.**

101775A

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2744.**

101775M

[Chat Group](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2745.**

102082I

[Ranks](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2746.**

102994B

[Gifted Composer](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2747.**

102994D

[String Theory](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2748.**

102994A

[Everyone Loves Playing Games](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-13 · last AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2749.**

102994L

[Landlord](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2750.**

102994J

[Gaokao](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2751.**

104013N

[Nunchucks Shop](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2752.**

104013M

[Mind the Gap](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2753.**

104013I

[Integer Square](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2754.**

104013F

[Futures Market Trends](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2755.**

104013E

[Easy Compare-and-Set](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2756.**

104013D

[Display](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2757.**

104013C

[Corrupted Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2758.**

104013B

[Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2759.**

104013A

[Archivist](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2760.**

103466I

[Space Station](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2761.**

103466F

[Paper Grading](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2762.**

103466B

[Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2763.**

103466J

[Spy](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2764.**

103466K

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tarjen's solution](#)

**2765.**

103466C

[Digital Path](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2766.**

103466H

[Prince and Princess](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2767.**

103466A

[A Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2768.**

104022D

[Farm](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2769.**

104022G

[Photograph](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2770.**

104022B

[The Great Wall](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2771.**

104022K

[Browser Games](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2772.**

104022E

[Isomerism](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2773.**

104022J

[Let's Play Jigsaw Puzzles!](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2774.**

104022A

[Best Player](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2775.**

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2776.**

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2777.**

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2778.**

104090A

[Modulo Ruins the Legend](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2779.**

104090G

[Subgraph Isomorphism](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · last AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2780.**

104077B

[Cells Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · last AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2781.**

104076G

[Quick Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2782.**

104076E

[Identical Parity](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2783.**

104076D

[Frozen Scoreboard](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2784.**

104076A

[Tower](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2785.**

104076K

[Stack Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2786.**

104076M

[Best Carry Player](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2787.**

104077A

[Bridge](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2788.**

104077D

[Contests](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2789.**

104077L

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2790.**

104077E

[Find Maximum](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2791.**

104077C

[Clone Ranran](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2792.**

104077G

[Perfect Word](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2793.**

104077F

[Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2794.**

104077J

[Strange Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2795.**

104023F

[Mooncake Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2796.**

104081J

[Tutorial](#)Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)**2797.**

104081L

[Tutorial](#)Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)**2798.**

104081K

[Solution](#)Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)**2799.**

104081I

[Tutorial](#)Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)**2800.**

104081H

[Tutorial](#)Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)**2801.**

104081G

[Tutorial](#)Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)**2802.**

104081F

[Tutorial](#)Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)**2803.**

104081E

[Tutorial](#)Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)**2804.**

104081C

[Tutorial](#)Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)**2805.**

104081A

[Tutorial](#)Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)**2806.**

104011E

[Extreme Problem](#) · [Tutorial](#)Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2807.**

104053C

[Customs Controls 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2808.**

104023B

[Recruitment](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2809.**

104065D

[Gambler's Ruin](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2810.**

104053I

[Infection](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2811.**

104053M

[XOR Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2812.**

104053A

[Alice and Her Lost Cat](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2813.**

104053E

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2814.**

104053H

[GameX](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2815.**

104053L

[Station of Fate](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2816.**

102769J

[Jewel Splitting](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-23 · last AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2817.**

102769E

[Exam Results](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-23 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2818.**

102769K

[Kingdom's Power](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-23 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2819.**

102769G

[Good Number](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · last AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tarjen's solution](#)

**2820.**

102769A

[A Greeting from Qinhuangdao](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · last AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tarjen's solution](#)

**2821.**

104065J

[Middle Race](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2822.**

104065E

[Hammer to Fall](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2823.**

104065H

[Life is Hard and Undecidable, but...](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2824.**

104065M

[Rock-Paper-Scissors Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2825.**

104065A

[Ban or Pick, What's the Trick](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2826.**

104065G

[Let Them Eat Cake](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2827.**

104065C

[Catch You Catch Me](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2828.**

104023E

[Python Will be Faster than C++](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tarjen's solution](#)

**2829.**

104023J

[Eat, Sleep, Repeat](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · last AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2830.**

104011N

[New White-Black Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tarjen's solution](#)

**2831.**

104011D

[Day Streak](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tarjen's solution](#)

**2832.**

104011M

[Multithreaded Program](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tarjen's solution](#)

**2833.**

104011K

[Kaleidoscopic Route](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2834.**

104011C

[Clean Up!](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2835.**

104011L

[Letters Q and F](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2836.**

104011B

[Boris and Berta](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2837.**

104011H

[Halfway There](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2838.**

104011A

[Anno Domini 2022](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2839.**

104023I

[Dragon Bloodline](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2840.**

104023G

[Grade 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2841.**

104023D

[Sternhalma](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2842.**

104023C

[Grass](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2843.**

104023A

[Dunai](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2844.**

103990I

[Invitation](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2845.**

103990G

[Geekflix](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2846.**

103990D

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

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2847.**

103990H

[Heximal](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · PyPy 3-64 (first AC) · Tags: —  
[tarjen's solution](#)

**2848.**

103990F

[Finalists](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2849.**

103990C

[Correct](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2850.**

102798G

[Caesar Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2851.**

102798C

[Rencontre](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2852.**

102798L

[Clock Master](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2853.**

102798H

[Message Bomb](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2854.**

102798D

[ABC Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2855.**

102798A

[Golden Spirit](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2856.**

104008K

[Barrel Theory](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2857.**

104008L

[Largest Unique Wins](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2858.**

103486D

[Rush Morning](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2859.**

103486C

[Random Number Generator](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2860.**

104008G

[Group Homework](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2861.**

104008M

[Youth Finale](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2862.**

104008J

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

Rating: — · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2863.**

104008C

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

Rating: — · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2864.**

104008E

[Draw a triangle](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2865.**

104008A

[Lily](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2866.**

102346M

[Maratona Brasileira de Popcorn](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2867.**

102346L

[Less Coin Tosses](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2868.**

102346K

[Keep Calm and Sell Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2869.**

102346J

[Jar of Water Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2870.**

102346I

[Interplanetary](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2871.**

102346H

[Hour for a Run](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2872.**

102346G

[Getting Confidence](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2873.**

102346E

[Exhibition of Clownfish](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2874.**

102346D

[Denouncing Mafia](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2875.**

102346B

[Buffoon](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2876.**

102346A

[Artwork](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2877.**

102411L

[Lengths and Periods](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · last AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2878.**

102411K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2879.**

102411B

[Bad Treap](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tarjen's solution](#)

**2880.**

102411J

[Just the Last Digit](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2881.**

102411H

[High Load Database](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2882.**

102411I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2883.**

102411E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2884.**

102411A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tarjen's solution](#)

**2885.**

102411M

[Managing Difficulties](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2886.**

103960L

[Listing Tedious Paths](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2887.**

103960B

[Fun with Stones](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2888.**

103960C

[Cutting with Lasers](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2889.**

103960N

[Numbers on both Sides](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2890.**

103960H

[Helping the Transit](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2891.**

103960J

[Playing 23](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2892.**

103960D

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

Rating: — · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2893.**

103960F

[Multidimensional Hangman](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2894.**

103960E

[Eliminating Ballons](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2895.**

103960I

[Intercepting Information](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2896.**

103960A

[Finding Maximal Non-Trivial Monotones](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2897.**

102920F

[Ink Mix](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2898.**

103119I

[Nim Cheater](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2899.**

103119L

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

Rating: — · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2900.**

103119D

[Artifacts](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2901.**

102822H

[Hide and Seek](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2902.**

102822L

[Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2903.**

102822K

[Knowledge is Power](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2904.**

102822J

[Joy of Handcraft](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2905.**

102822G

[Game of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2906.**

102822D

[Defuse the Bombs](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2907.**

102082H

[Four-Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2908.**

102082E

[Eulerian Flight Tour](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2909.**

102082J

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2910.**

102082K

[Sixth Sense](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2911.**

102082G

[What Goes Up Must Come Down](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2912.**

102082D

[Shortest Common Non-Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2913.**

102082C

[Emergency Evacuation](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2914.**

102082A

[Digits Are Not Just Characters](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2915.**

102082B

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

Rating: — · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tarjen's solution](#)

**2916.**

103964I

[Mahjong](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2917.**

103964F

[The Battle of Guandu](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2918.**

103964G

[Ancient Go](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2919.**

103964K

[Game Rooms](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2920.**

103964D

[Pick The Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tarjen's solution](#)

**2921.**

103964E

[Ba Gua Zhen](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2922.**

103964H

[Sudoku](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tarjen's solution](#)

**2923.**

103964C

[The Battle of Chibi](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2924.**

103964A

[Secrete Master Plan](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2925.**

103964L

[Huatuo's Medicine](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2926.**

101981H

[Huge Discount](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2927.**

103957J

[Dome and Steles](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2928.**

103957C

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

Rating: — · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2929.**

103957F

[Hungry Game of Ants](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2930.**

103957B

[Business Cycle](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2931.**

103957L

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

Rating: — · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2932.**

103957D

[Change](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tarjen's solution](#)

**2933.**

103957M

[November 11th](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2934.**

103957A

[Boxes and Balls](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tarjen's solution](#)

**2935.**

102920D

[Electric Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2936.**

102920K

[Tiling Polyomino](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2937.**

102920H

[Needle](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · last AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2938.**

102920I

[Stock Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2939.**

102920A

[Autonomous Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tarjen's solution](#)

**2940.**

102920L

[Two Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2941.**

102920J

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tarjen's solution](#)

**2942.**

102920G

[Mobile Robot](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2943.**

102920C

[Dessert Café](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2944.**

102920E

[Imprecise Computer](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tarjen's solution](#)

**2945.**

102920B

[Commemorative Dice](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2946.**

101981B

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2947.**

103117M

[True Story](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2948.**

103117L

[Spicy Restaurant](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2949.**

103117K

[K-skip Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2950.**

103117C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2951.**

103117H

[Nihongo wa Muzukashii Desu](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2952.**

103117F

[Direction Setting](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2953.**

103117E

[Don't Really Like How The Story Ends](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2954.**

103117D

[Rock Paper Scissors](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2955.**

103117B

[Hotpot](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2956.**

103117A

[Chuanpai](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2957.**

103202I

[Rise of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2958.**

103941J

[Mex Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2959.**

103941I

[Oshwiciwq v. Ushia](#)

Rating: — · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2960.**

103941H

[eEulq](#)

Rating: — · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2961.**

103941G

[Mocha Nuts](#)

Rating: — · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2962.**

103941F

[ATONKTC](#)

Rating: — · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2963.**

103941E

[Serval v. Dósa](#)

Rating: — · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2964.**

103941B

[Hash](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2965.**

103941A

[Mocha Nuts](#)

Rating: — · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2966.**

103941K

[YTQep](#)

Rating: — · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2967.**

102832K

[Ragdoll](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · last AC: 2022-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tarjen's solution](#)

**2968.**

102832J

[Abstract Painting](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2969.**

102832H

[Combination Lock](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2970.**

102832F

[Strange Memory](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2971.**

102832D

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

Rating: — · first AC: 2022-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2972.**

102832A

[Krypton](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2973.**

102832L

[Coordinate Paper](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2974.**

103640L

[Leaving Yharnam](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2975.**

103640J

[Joining Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2976.**

103640M

[Most Ordered Way](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2977.**

103640F

[Fields Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2978.**

103640H

[Hamilton - The Musical](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2979.**

102821K

[King of Maze](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2980.**

102821E

[Edge, Path, Number](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2981.**

102821D

[Divide a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2982.**

102821C

[Cycle Function](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2983.**

102821J

[Jump on Axis](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2984.**

102821A

[Autochess](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2985.**

102821I

[Inventory](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2986.**

102821G

[Game of Primes](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2987.**

102821H

[Hack a Contest](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2988.**

102821B

[Bin Packing](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2989.**

100554H

[Hierarchical Notation](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2990.**

103729G

[Brick](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-16 · last AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2991.**

100554E

[Excavator Contest](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2992.**

100554B

[Building Fire Stations](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2993.**

103729E

[Multigate](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2994.**

103729D

[Transition](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2995.**

100554K

[Known Notation](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-16 · last AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2996.**

100554D

[Domination](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2997.**

100554I

[Information Entropy](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2998.**

100554A

[Average Score](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**2999.**

103081J

[Daisy's Mazes](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3000.**

103081M

[Fantasmagorie](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3001.**

103081L

[Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tarjen's solution](#)

**3002.**

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3003.**

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3004.**

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3005.**

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3006.**

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3007.**

103081K

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

Rating: — · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3008.**

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3009.**

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3010.**

103861G

[Check Pattern is Bad](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3011.**

103861B

[Beautiful String](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3012.**

103861I

[Future Coder](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3013.**

103861L

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3014.**

103861A

[DFS Order](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3015.**

103861E

[Prof. Pang and Poker](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3016.**

103861J

[Elden Ring](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3017.**

103049G

[Great Expectations](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3018.**

103049A

[Atomic Energy](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · last AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3019.**

103049I

[Island Tour](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3020.**

103049E

[Endgame](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3021.**

103049F

[Flight Collision](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3022.**

103049D

[Dragon Balls](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3023.**

103049H

[Hot Springs](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3024.**

103049C

[Contest Struggles](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3025.**

103049K

[Keyboardd](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3026.**

103102A

[Archeologists](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3027.**

103102H

[AND = OR](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3028.**

103102D

[Disk Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3029.**

103102F

[Fence Job](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3030.**

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3031.**

103102I

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

Rating: — · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3032.**

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3033.**

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3034.**

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3035.**

103811E

[Escape the Cube](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3036.**

103811G

[Gold Medal Bout](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3037.**

103811B

[Boat Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3038.**

103447H

[What logic for? · Tutorial](#)

Rating: — · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3039.**

101981E

[Eva and Euro coins · Tutorial](#)

Rating: — · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3040.**

101981D

[Country Meow · Tutorial](#)

Rating: — · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3041.**

101981M

[Mediocre String Problem · Tutorial](#)

Rating: — · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3042.**

101981K

[Kangaroo Puzzle · Tutorial](#)

Rating: — · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3043.**

101981G

[Pyramid · Tutorial](#)

Rating: — · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3044.**

101981I

[Magic Potion · Tutorial](#)

Rating: — · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3045.**

101981J

[Prime Game · Tutorial](#)

Rating: — · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3046.**

101981A

[Adrien and Austin · Tutorial](#)

Rating: — · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3047.**

103855E

[RPS Bubble Sort · Tutorial](#)

Rating: — · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3048.**

103855J

[Exam · Tutorial](#)

Rating: — · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3049.**

103855A

[Factory Balls](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3050.**

103855M

[Short Question](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3051.**

103855F

[Stones 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3052.**

103855D

[Triple Sword Strike](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3053.**

103855H

[Beacon Towers](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3054.**

103860J

[jfw.harie.edu](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3055.**

103860A

[Mash](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3056.**

103860L

[Paid Leave](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3057.**

103860G

[Integer Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3058.**

103860F

[Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3059.**

103860C

[Selection Sort Count](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3060.**

100801L

[Lucky Chances](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3061.**

100801J

[Journey to the "The World's Start"](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3062.**

100801H

[Hash Code Hacker](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3063.**

100801E

[Easy Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3064.**

100801D

[Distribution in Metagonia](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3065.**

100801C

[Concatenation](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3066.**

100801B

[Black and White](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3067.**

100801A

[Alex Origami Squares](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3068.**

102056G

[Omnipotent ... Garland](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3069.**

102056C

[Heretical ... Möbius](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-13 · last AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3070.**

102056F

[Interstellar ... Fantasy](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tarjen's solution](#)

**3071.**

102056I

[Misunderstood ... Missing](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3072.**

102056L

[Eventual ... Journey](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-13 · last AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tarjen's solution](#)

**3073.**

102056D

[Deja vu of ... Go Players](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tarjen's solution](#)

**3074.**

102431H

[Mr. Panda and SAD](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3075.**

102431B

[Infimum of Paths](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3076.**

102431I

[Mr. Panda and Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tarjen's solution](#)

**3077.**

102431K

[Russian Dolls on the Christmas Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tarjen's solution](#)

**3078.**

102431L

[Spiral Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3079.**

102431A

[Kick Start](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-07 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tarjen's solution](#)

**3080.**

103811H

[How to Get Rice](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tarjen's solution](#)

**3081.**

103811J

[Just Skip It](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tarjen's solution](#)

**3082.**

103811D

[Double Queue](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3083.**

103811L

[Lockout](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3084.**

103811I

[Inno Per Gli Sconfitti](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-03 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3085.**

103811C

[Copy of the String](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3086.**

103729A

[Nucleic Acid Test](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tarjen's solution](#)

**3087.**

103729J

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

Rating: — · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3088.**

103729L

[Chtholly and the Broken Chronograph](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3089.**

103729F

[Angel](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3090.**

103729B

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

Rating: — · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3091.**

103729K

[PTT](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3092.**

102428A

[Algorithm Teaching](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-28 · last AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3093.**

102428G

[Gluing Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3094.**

102428K

[Know your Aliens](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3095.**

102428I

[Improve SPAM](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tarjen's solution](#)

**3096.**

102428E

[Eggfruit Cake](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tarjen's solution](#)

**3097.**

102428F

[Fabricating Sculptures](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3098.**

102428L

[Leverage MDT](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3099.**

102428M

[Mountain Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3100.**

102500A

[Average Rank](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tarjen's solution](#)

**3101.**

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3102.**

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-19 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tarjen's solution](#)

**3103.**

102500F

[Firetrucks Are Red](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3104.**

102500E

[Expeditious Cubing](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3105.**

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tarjen's solution](#)

**3106.**

103743H

[Super Gray Pony](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3107.**

103743B

[Prime Ring Plus](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-14 · last AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tarjen's solution](#)

**3108.**

103743L

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

Rating: — · first AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3109.**

103743C

[Jump and Treasure](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3110.**

103743J

[Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3111.**

103743K

[aaaaaaaaaA heH heH nuN](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3112.**

103743A

[PENTA KILL!](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3113.**

103743I

[Cutting Suffix](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3114.**

102471G

[Happiness](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3115.**

102471H

[King](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3116.**

102471E

[Flow](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3117.**

102471M

[Value](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tarjen's solution](#)

**3118.**

102471C

[Dirichlet  \$k\$ -th root](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tarjen's solution](#)

**3119.**

102471A

[City](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tarjen's solution](#)

**3120.**

102433F

[Carny Magician](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tarjen's solution](#)

**3121.**

102433M

[Maze Connect](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-16 · last AC: 2022-05-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tarjen's solution](#)

**3122.**

102433L

[Cary Cam Failure](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3123.**

102433I

[Error Correction](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3124.**

102433A

[Radio Prize](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3125.**

102433C

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

Rating: — · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3126.**

102433B

[Perfect Flush](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3127.**

102433E

[Rainbow Strings](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3128.**

102433D

[Dividing By Two](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3129.**

103687I

[Barbecue](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3130.**

103687F

[Easy Fix](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3131.**

103687G

[Easy Glide](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3132.**

103687M

[BpbBppbpBB](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3133.**

103687L

[Candy Machine](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3134.**

103687C

[JB Wants to Earn Big Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3135.**

103687B

[JB Loves Comma](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3136.**

103687A

[JB Loves Math](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3137.**

1662G

[Gastronomic Event](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: — · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, trees  
[tarjen's solution](#)

**3138.**

102861K

[Between Us](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3139.**

102861C

[Concatenating Teams](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3140.**

102861E

[Party Company](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3141.**

102861I

[Interactivity](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3142.**

102861H

[SBC's Hangar](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3143.**

102861N

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

Rating: — · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3144.**

102861L

[Lavaspar](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3145.**

102861F

[Fastminton](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3146.**

102861B

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3147.**

102861A

[Sticker Album](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3148.**

102861G

[Game Show!](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3149.**

102012A

[Rikka with Minimum Spanning Trees](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3150.**

103186D

[Zztrans v. Tsieqi](#)

Rating: — · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3151.**

103186B

[A. V. Sarin](#)

Rating: — · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3152.**

103186J

[Alice and Bob-1](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3153.**

103186G

[Tarja Opi](#)

Rating: — · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3154.**

103186E

[Zztrans v. TjVial](#)

Rating: — · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3155.**

103186C

[A. Tuppi](#)

Rating: — · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3156.**

103186A

[A. Tuppi](#)

Rating: — · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3157.**

101158E

[Infallibly Crack Perplexing Cryptarithm](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3158.**

101158G

[Placing Medals on a Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3159.**

101158D

[Hidden Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3160.**

101158C

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

Rating: — · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3161.**

101158B

[Quality of Check Digits](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3162.**

101158A

[Rearranging a Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3163.**

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings  
[tarjen's solution](#)

**3164.**

102222I

[Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3165.**

102222K

[Vertex Covers](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3166.**

102222G

[Factories](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3167.**

102222D

[Take Your Seat](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3168.**

102222F

[Moving On](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3169.**

102222B

[Rolling The Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3170.**

102222H

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

Rating: — · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3171.**

102222A

[Maximum Element In A Stack](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3172.**

102222C

[Caesar Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3173.**

103660J

[Substring Inversion \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3174.**

103660D

[Reflection](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3175.**

103660E

[Disjoint Path On Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3176.**

103660L

[Monster Tower](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3177.**

103660C

[Ah, It's Yesterday Once More](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3178.**

103660B

[Jiubei and Overwatch](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3179.**

103660I

[Array Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3180.**

103660F

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

Rating: — · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3181.**

103660A

[Who is The 19th ZUCCPC Champion](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3182.**

1662L

[Il Derby della Madonna](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[tarjen's solution](#)

**3183.**

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[tarjen's solution](#)

**3184.**

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[tarjen's solution](#)

**3185.**

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[tarjen's solution](#)

**3186.**

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, sortings

[tarjen's solution](#)

**3187.**

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[tarjen's solution](#)

**3188.**

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[tarjen's solution](#)

**3189.**

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[tarjen's solution](#)

**3190.**

102835C

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3191.**

102835F

[Cable Protection](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3192.**

102835H

[Optimization for UltraNet](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3193.**

102835E

[A Color Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[tarjen's solution](#)

**3194.**

102835B

[Make Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[tarjen's solution](#)

**3195.**

102835M

[Keystroke](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[tarjen's solution](#)

**3196.**

102835A

[Right-Coupled Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[tarjen's solution](#)

**3197.**

101908B

[Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-12 · last AC: 2022-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[tarjen's solution](#)

**3198.**

101908F

[Music Festival](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[tarjen's solution](#)

**3199.**

101908A

[Slackline Adventure](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[tarjen's solution](#)

**3200.**

101908L

[Subway Lines](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[tarjen's solution](#)

**3201.**

101908I

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[tarjen's solution](#)

**3202.**

101908E

[Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[tarjen's solution](#)

**3203.**

101908C

[Pizza Cutter](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tarjen's solution](#)

**3204.**

101908D

[Unraveling Monty Hall](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tarjen's solution](#)

**3205.**

102452J

[Junior Mathematician](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tarjen's solution](#)

**3206.**

102452E

[Erasing Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tarjen's solution](#)

**3207.**

102452G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tarjen's solution](#)

**3208.**

102452D

[Defining Labels](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tarjen's solution](#)

**3209.**

102452B

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tarjen's solution](#)

**3210.**

103104G

[Crossword Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3211.**

103104H

[Information Transmission](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3212.**

103104D

[Fragmentation merging](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3213.**

103104I

[Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3214.**

103104A

[CRC Test](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3215.**

103104F

[Battery](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3216.**

103640I

[Invested Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3217.**

103640K

[KIARA is a Recursive Acronym](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3218.**

101955K

[Let the Flames Begin](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3219.**

101955C

[Insertion Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3220.**

101955J

[How Much Memory Your Code Is Using?](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3221.**

101889M

[Marblecoin](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3222.**

101889J

[Jumping frog](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3223.**

101889F

[Fundraising](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3224.**

101889I

[Imperial roads](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3225.**

101889B

[Buggy ICPC](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3226.**

101889G

[Gates of uncertainty](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3227.**

101889E

[Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3228.**

101889C

[Complete Naebbirac's sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3229.**

101889H

[Hard choice](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3230.**

103119A

[Accelerator](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3231.**

103119G

[Game on Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3232.**

103119F

[Fixing Networks](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3233.**

103443K

[Insertion Array](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[tarjen's solution](#)

**3234.**

103443I

[Seesaw](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3235.**

103443G

[The Treasure of the Sierra Jade](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3236.**

103443J

[Transportation Network](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3237.**

103443L

[Leadfoot](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3238.**

103443D

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

Rating: — · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3239.**

103443B

[Maximum Sub-Reverse Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3240.**

103443M

[Escaping the Foggy Forest](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3241.**

103443A

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3242.**

102460B

[The Power Monitor System](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3243.**

102460I

[The Spectrum](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3244.**

102460E

[The League of Sequence Designers](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3245.**

102460A

[Rush Hour Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3246.**

102460J

[Automatic Control Machine](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3247.**

102460H

[Mining a](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3248.**

102460K

[Length of Bundle Rope](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3249.**

102460D

[Tapioka](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3250.**

102460C

[Are They All Integers?](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3251.**

102803E

[Everybody Lost Somebody](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3252.**

102803J

[Jingle Bells](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3253.**

102803D

[Death by Thousand Cuts](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3254.**

102803K

[Keeping A Secret](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3255.**

102803F

[False God](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3256.**

102803L

[Let's Get Married](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3257.**

102803C

[Cornelia Street](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3258.**

102803G

[Goodbye](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3259.**

102803A

[August](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3260.**

103584A

[New Garden](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3261.**

102900H

[Rice Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3262.**

102900E

[The Journey of Geor Autumn](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3263.**

102900I

[Sky Garden](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3264.**

102900D

[Walker](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3265.**

102900M

[Gitignore](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3266.**

102900B

[Mine Sweeper II](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3267.**

102900G

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3268.**

102788C

[Magic football](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3269.**

103388B

[Beautiful Words](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3270.**

102788G

[Alice And Bob](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3271.**

102788F

[Spying Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3272.**

102788K

[Tower of Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3273.**

102788D

[38 parrots](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3274.**

102788H

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3275.**

102788B

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3276.**

102788E

[Black Box](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3277.**

102788I

[Hole Punch](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3278.**

102788J

[Multidimensional Points](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3279.**

102788A

[Normal Magic Square](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3280.**

103091D

[Hedgehog Grid](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3281.**

103091I

[Pipes](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-07 · last AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3282.**

103069D

[City Brain](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3283.**

103091L

[Ambiguous](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3284.**

103091E

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

Rating: — · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3285.**

103091B

[Dots and Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3286.**

103091H

[War](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3287.**

103091C

[Meta Frequency](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3288.**

103091K

[Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3289.**

103091N

[Parity](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3290.**

103091J

[Valid Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3291.**

103091A

[Happy XOR, Sad XOR](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3292.**

103069B

[Rectangle Flip 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3293.**

103438M

[Counting Phenomenal Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[tarjen's solution](#)

**3294.**

103438I

[Flood Fill](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[tarjen's solution](#)

**3295.**

103446H

[Life is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[tarjen's solution](#)

**3296.**

103446D

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

Rating: — · first AC: 2022-02-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[tarjen's solution](#)

**3297.**

103446I

[Steadily Growing Steam](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3298.**

103446G

[Edge Groups](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3299.**

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3300.**

103069K

[Allin](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3301.**

103069C

[Random Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[tarjen's solution](#)

**3302.**

103069A

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

Rating: — · first AC: 2022-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3303.**

103069L

[Square](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3304.**

103069F

[Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[tarjen's solution](#)

**3305.**

101873J

[Word Clock](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3306.**

101873H

[Ratatoskr](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3307.**

101873E

[Perpetuum Mobile](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3308.**

101873F

[Plug It In](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3309.**

101873C

[Joyride](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3310.**

101873B

[Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3311.**

101873D

[Pants On Fire](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3312.**

101873G

[Water Testing](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3313.**

101873I

[Uberwatch](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3314.**

101873K

[You Are Fired](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3315.**

103438E

[Replace Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3316.**

103438C

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3317.**

103438K

[Amazing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3318.**

103438L

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3319.**

103438G

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3320.**

103438F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3321.**

103438J

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3322.**

103438N

[A-series](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tarjen's solution](#)

**3323.**

103438A

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

Rating: — · first AC: 2022-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3324.**

103427G

[Encoded Strings II](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3325.**

103427L

[Perfect Matchings](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3326.**

103427I

[Linear Fractional Transformation](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[tarjen's solution](#)

**3327.**

103427H

[Line Graph Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3328.**

103427M

[String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3329.**

103427J

[Luggage Lock](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[tarjen's solution](#)

**3330.**

103427B

[Bitwise Exclusive-OR Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3331.**

103427F

[Encoded Strings I](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3332.**

103427E

[Edward Gaming, the Champion](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3333.**

103486G

[Matrix Repair](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[tarjen's solution](#)

**3334.**

103486H

[Visit the Park](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3335.**

103486L

[Suzuran Loves String](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3336.**

103486K

[Bracket Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3337.**

103486B

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

Rating: — · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3338.**

103486E

[Great Detective TJC](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3339.**

103486M

[Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3340.**

103486A

[Random Number Checker](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3341.**

103470L

[Secret of Tianqiu Valley](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-11 · last AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3342.**

103347J

[Rosencrantz and Guildenstern](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3343.**

103401L

[Carrot Fantasy](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3344.**

103401H

[Observe](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3345.**

103401C

[Easy Nim](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3346.**

103347H

[Ophelia's Madness](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3347.**

103495L

[Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3348.**

103495H

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

Rating: — · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3349.**

103495D

[Pattern Lock](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3350.**

103495J

[Anti-merge](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3351.**

103495C

[Magical Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3352.**

103495K

[Longest Continuous 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3353.**

103495I

[Fake Walsh Transform](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3354.**

103495A

[Spring Couplets](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3355.**

103366D

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

Rating: — · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3356.**

103366I

[Homework](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3357.**

103366C

[Crystal Caves](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3358.**

103366J

[LRU](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3359.**

103366F

[Four Column Hanoi Tower](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3360.**

103366G

[Magic Number Group](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3361.**

103366A

[Mio visits ACGN Exhibition](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3362.**

103366H

[Hearthstone So Easy](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[tarjen's solution](#)

**3363.**

103366B

[Continued Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3364.**

103366L

[It Rains Again](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[tarjen's solution](#)

**3365.**

103366K

[Many Littles Make a Mickle](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3366.**

102606H

[Heat Pipes](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3367.**

102062H

[String Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

**3368.**

102062G

[Ainum's Delusion](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tarjen's solution](#)

**3369.**

102062F

[Special Birthday Card](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tarjen's solution](#)

**3370.**

102062E

[Jumpy Robot](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tarjen's solution](#)

**3371.**

102062C

[The Blood Moon](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tarjen's solution](#)

**3372.**

102062B

[Vibranium Gift](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tarjen's solution](#)

**3373.**

102062D

[Palindrome and Chocolate](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tarjen's solution](#)

**3374.**

102062A

[Bob and BoB](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tarjen's solution](#)

**3375.**

102606E

[Even Degree](#) · [Tutorial](#)

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**3407.**

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103389G

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**3428.**

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