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Unique solved — tarjen

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

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Filters: none

Count: 3,430

1.

2211A

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

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2.

2207A

[1-1](#) · [Tutorial](#)

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3.

2195A

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

Quality: 35,452 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](#)

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5.

2178A

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6.

2172A

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

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7.

2180B

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8.

2180A

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9.

2158A

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Quality: 23,393 global accepts · Rating: 800 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
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10.

2153B

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11.

2153A

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12.

2145A

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13.

2152A

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14.

2146A

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

Quality: 21,836 global accepts · Rating: 800 · first AC: 2025-09-27 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation
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15.

2147A

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16.

2143A

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17.

2112A

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18.

2109A

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19.

2107A

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20.

2108A

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21.

2104A

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22.

2029A

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23.

2070A

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24.

2064A

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25.

2061A

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26.

2063A

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27.

2056A

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28.

2055A

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29.

2053A

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30.

2043A

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31.

2040A

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32.

2042A

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33.

2039A

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34.

1750B

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35.

1750A

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36.

2031A

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37.

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38.

2021A

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39.

2020A

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40.

2000B

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41.

2000A

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42.

2002A

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43.

1998A

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44.

1991A

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45.

1994A

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46.

1987A

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47.

1984A

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48.

1975A

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49.

1969A

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50.

1957A

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51.

1942A

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52.

1933B

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53.

1933A

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54.

1923A

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55.

1930A

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56.

1931A

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57.

1915C

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58.

1915B

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59.

1915A

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60.

1927A

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61.

1918A

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62.

1925A

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63.

1919B

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64.

1919A

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65.

1916A

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66.

1428A

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67.

1912L

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68.

1896A

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69.

1517A

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[tarjen's solution](#)

70.

1519B

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71.

1519A

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72.

1358A

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73.

1840A

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74.

1878B

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75.

1878A

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Quality: 78,675 global accepts · Rating: 800 · first AC: 2023-10-07 · last AC: 2023-10-07 · PyPy 3-64 (first AC) · Tags: greedy
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76.

1870A

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77.

1740B

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78.

1740A

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79.

1872A

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80.

1866A

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81.

1864A

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82.

1656A

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83.

1858A

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84.

1857A

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Quality: 78,924 global accepts · Rating: 800 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
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85.

1856A

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86.

1345A

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87.

1855A

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88.

1849A

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89.

1844A

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90.

1307A

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91.

1842A

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

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92.

1178A

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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

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94.

1838A

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Quality: 22,689 global accepts · Rating: 800 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
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95.

1837A

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96.

1833C

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97.

1833A

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98.

1828A

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99.

1832A

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100.

1825A

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101.

1791C

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102.

1791B

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103.

1791A

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[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: 21,910 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: 34,625 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: 51,453 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: 21,048 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: 34,332 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: 49,351 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: 84,719 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: 43,463 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

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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
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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: 52,997 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: 25,751 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: 20,383 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: 44,016 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: 48,721 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: 23,668 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: 46,015 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: 17,454 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: 36,608 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: 37,430 global accepts · Rating: 800 · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, sortings
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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
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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: 21,855 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: 33,778 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
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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: 28,310 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: 35,845 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

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Quality: 26,582 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

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186.

1672B

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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: 26,933 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: 35,632 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: 32,208 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: 29,408 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](#)

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209.

1673A

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

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210.

1671A

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

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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

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212.

1658B

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

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213.

1658A

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

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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

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215.

1657A

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Quality: 24,899 global accepts · Rating: 800 · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

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216.

1654B

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217.

1654A

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218.

1651B

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219.

1651A

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220.

1650A

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221.

1649A

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1646A

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223.

1646B

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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

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224.

888A

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Quality: 11,974 global accepts · Rating: 800 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
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225.

1644B

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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
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226.

1644A

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Quality: 28,640 global accepts · Rating: 800 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation
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227.

1635B

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228.

1635A

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229.

1426A

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230.

1638A

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231.

1637A

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232.

1634A

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233.

1617A

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234.

1633B

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1633A

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1632A

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1631A

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1629B

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1624A

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242.

1626A

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243.

1627A

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1625A

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1514A

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1623A

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248.

1615A

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249.

1516A

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250.

1504A

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1538B

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252.

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253.

1608A

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254.

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255.

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256.

1604A

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257.

1586A

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258.

1593A

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259.

1594A

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260.

1592A

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261.

1581A

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262.

1579A

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263.

1353B

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264.

1353A

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265.

1566B

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266.

1566A

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267.

1569A

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268.

1567A

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[tarjen's solution](#)

269.

1561A

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270.

1269A

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271.

32B

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272.

32A

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273.

12A

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274.

822A

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275.

4A

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[tarjen's solution](#)

276.

2195B

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277.

2178B

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278.

2042B

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279.

2031B

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280.

2026A

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281.

2005A

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282.

1089L

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283.

1496A

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284.

1951A

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285.

1915D

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286.

1927B

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287.

1918B

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288.

1896B

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289.

1326B

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290.

1878C

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291.

1267B

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292.

1872B

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293.

1856B

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294.

1855B

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295.

915A

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296.

1837B

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297.

1833B

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298.

586A

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299.

1828B

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300.

1818B

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301.

1823B

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302.

1807D

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303.

1806B

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304.

1777B

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305.

1775A2

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306.

1768B

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307.

1779B

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308.

1642B

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309.

1764B

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310.

1747B

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311.

1732B

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312.

1737A

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[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: 21,073 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: 32,897 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: 36,553 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: 24,364 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: 10,328 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: 25,451 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: 36,326 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: 40,169 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: 20,108 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: 21,801 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: 10,852 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: 26,832 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: 26,628 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: 40,646 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: 42,769 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: 16,965 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: 20,915 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: 27,283 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: 24,104 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: 17,297 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: 24,748 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: 31,427 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: 21,072 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: 31,910 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: 34,921 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: 44,376 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: 24,576 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: 49,270 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: 31,889 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: 17,540 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: 28,273 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: 23,879 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: 33,609 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: 29,920 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: 47,033 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: 35,314 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: 19,737 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: 19,087 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: 31,538 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: 23,314 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: 29,031 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: 19,334 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: 25,201 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: 29,383 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: 31,727 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: 38,846 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: 19,035 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: 32,940 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: 19,862 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: 320,228 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: 11,631 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: 20,533 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: 16,176 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: 15,922 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: 21,118 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: 19,803 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: 11,741 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: 23,194 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: 18,903 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: 19,490 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: 20,414 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: 15,499 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: 24,724 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: 26,384 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: 16,615 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
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427.

1345B

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

Quality: 28,241 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: 25,540 global accepts · Rating: 1100 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
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429.

1529B

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

Quality: 21,220 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: 35,495 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: 22,227 global accepts · Rating: 1100 · first AC: 2023-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
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433.

1791G1

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

Quality: 33,919 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: 41,287 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: 28,333 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: 23,012 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: 24,615 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: 27,845 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: 25,977 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: 28,413 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: 26,799 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: 19,361 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: 21,641 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: 16,849 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

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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: 21,267 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

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Quality: 18,593 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: 26,407 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: 21,776 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

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Quality: 22,546 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: 15,457 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: 22,137 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: 18,887 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: 9,671 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: 17,136 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: 15,699 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: 5,899 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: 13,950 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: 19,437 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: 16,978 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: 16,809 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: 18,818 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: 21,666 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: 14,707 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: 28,837 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: 23,528 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: 19,387 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: 38,830 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: 21,005 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: 41,757 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: 15,042 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: 34,397 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: 23,535 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: 18,793 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: 17,937 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: 28,633 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: 30,752 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: 18,873 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: 24,793 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: 27,433 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: 25,389 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: 17,683 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: 25,134 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: 18,744 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: 29,714 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: 34,936 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: 25,715 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: 12,486 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: 28,341 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: 9,111 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: 15,870 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: 14,115 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: 12,855 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: 17,729 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: 21,095 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: 11,294 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: 34,529 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: 33,179 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: 29,321 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: 17,861 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: 13,227 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: 21,678 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: 16,204 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

[Ian and Array Sorting](#) · [Tutorial](#)

Quality: 15,974 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: 16,775 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: 19,467 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: 20,737 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: 14,100 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: 18,340 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: 5,234 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: 14,703 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: 108,152 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: 103,877 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: 10,675 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: 11,065 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: 12,223 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: 17,245 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: 18,297 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: 16,222 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: 16,057 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

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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

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627.

1923C

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Quality: 18,456 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

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628.

1927E

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

Quality: 17,055 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: 16,663 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

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Quality: 28,581 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: 13,163 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: 11,599 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: 22,467 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: 12,335 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: 21,660 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: 17,320 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: 20,321 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: 21,972 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: 12,524 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: 10,165 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: 10,446 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: 10,729 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: 23,527 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: 23,843 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: 17,221 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: 16,471 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: 10,992 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: 8,981 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: 22,302 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: 18,422 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: 8,554 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: 8,855 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: 10,669 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: 10,461 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: 9,748 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: 14,957 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: 12,095 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

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Quality: 13,641 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: 12,630 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: 4,898 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: 21,379 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: 14,843 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: 16,494 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: 14,883 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: 15,528 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: 12,756 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: 13,836 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: 11,554 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: 6,760 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: 12,775 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: 18,011 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: 11,583 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: 17,600 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: 5,445 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: 5,810 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: 10,782 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: 9,960 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: 14,643 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: 4,240 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: 10,868 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: 13,540 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: 19,921 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: 12,387 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: 17,631 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: 18,331 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: 12,532 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: 17,806 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: 14,078 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: 11,125 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: 14,996 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: 17,797 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: 17,261 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: 10,323 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: 12,086 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: 13,475 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: 10,503 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: 18,698 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: 18,290 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: 14,313 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: 6,697 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: 7,489 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: 9,441 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

[Drunken Maze](#) · [Tutorial](#)

Quality: 4,786 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

[tarjen's solution](#)

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

[tarjen's solution](#)

807.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[tarjen's solution](#)

808.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[tarjen's solution](#)

809.

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[tarjen's solution](#)

810.

1969C

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

Quality: 11,496 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[tarjen's solution](#)

811.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[tarjen's solution](#)

812.

1936A

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

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

[tarjen's solution](#)

813.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[tarjen's solution](#)

814.

1916D

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

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

[tarjen's solution](#)

815.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[tarjen's solution](#)

816.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,462 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[tarjen's solution](#)

817.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[tarjen's solution](#)

818.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

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819.

1267E

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820.

1254A

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821.

1320B

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1864D

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823.

1529D

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1835A

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915C

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1833F

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827.

585B

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828.

586D

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829.

1810D

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831.

1798C

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1807F

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1799C

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834.

1776F

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1777C

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836.

1783C

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837.

1779D

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838.

1770C

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1731C

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1731D

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1765D

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1714G

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1699C

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1672D

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1700C

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849.

1695C

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1694D

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1684D

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1677B

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1670D

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857.

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1644D

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1538D

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1592C

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870.

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871.

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2211C2

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2187B

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2172B

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2039C2

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1965B

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887.

1949I

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888.

1935C

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889.

1190B

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890.

1930D1

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891.

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892.

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893.

1326D2

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894.

1870D

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895.

1740E

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896.

1267J

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897.

1267L

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898.

1254B1

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899.

1872F

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1856E1

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901.

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902.

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903.

1852A

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904.

1845D

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905.

1833G

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906.

585A

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907.

586C

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908.

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909.

1780D

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910.

1782D

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Rating: 1800 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

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911.

1556D

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913.

1775D

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914.

1768D

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[tarjen's solution](#)

915.

1732C1

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

Quality: 7,574 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

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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

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920.

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 1800 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

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921.

1034A

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Quality: 9,919 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: 6,710 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

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Quality: 6,229 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

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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: 7,488 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: 9,201 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: 10,430 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: 2,900 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: 3,180 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: 4,255 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: 4,539 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: 5,621 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: 5,237 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: 5,854 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: 7,393 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

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

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972.

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,389 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

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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

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974.

1428D

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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

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Quality: 1,977 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: math

[tarjen's solution](#)

976.

1912A

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Quality: 2,990 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: 10,172 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

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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: 6,762 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: 5,995 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: 4,312 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: 5,537 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: 6,401 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: 6,775 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: 3,662 global accepts · Rating: 1900 · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, trees

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1012.

1729F

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1013.

1717D

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1014.

1715D

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1015.

1718A2

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1016.

981D

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1017.

730J

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1018.

1704D

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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
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1019.

1701D

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1020.

1696D

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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
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1021.

1700D

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[tarjen's solution](#)

1022.

1697D

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1023.

1689D

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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

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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
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1025.

1677C

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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

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1026.

1673D

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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

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Quality: 6,506 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: 9,368 global accepts · Rating: 1900 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

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1031.

1613D

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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

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Quality: 5,818 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

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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
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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: 9,229 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: 3,529 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: 1,611 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: 3,985 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: 6,299 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
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1062.

1190D

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

Quality: 2,684 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
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1063.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,142 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

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Quality: 817 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

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1068.

1234E

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Quality: 2,978 global accepts · Rating: 2000 · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: math

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1069.

1349B

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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

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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

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1071.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

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1072.

487B

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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

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1073.

1574D

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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

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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

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1077.

1862G

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

Quality: 3,455 global accepts · Rating: 2000 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings

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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

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1079.

1344B

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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

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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

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1086.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 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: 5,281 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: 2,295 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: 5,105 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: 6,136 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: 4,593 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: 4,129 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: 6,732 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: 10,732 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: 4,447 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: 1,664 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: 3,982 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: 6,849 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: 3,101 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: 2,698 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: 3,382 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: 1,438 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: 4,639 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: 1,908 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: 3,053 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: 3,788 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: 3,906 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: 3,062 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: 2,767 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: 3,461 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: 8,095 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: 4,857 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: 2,062 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: 1,274 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: 3,861 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: 4,227 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: 2,536 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: 2,103 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: 1,291 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: 2,054 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: 1,575 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: 2,962 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: 931 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: 1,567 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: 2,359 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: 2,182 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: 3,361 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: 2,062 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: 6,534 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: 2,460 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: 3,515 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: 2,323 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: 5,859 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: 1,993 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: 914 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: 1,441 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: 6,138 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: 585 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: 2,283 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: 1,728 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: 2,189 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: 1,865 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: 1,743 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: 3,550 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: 896 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: 2,013 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: 1,140 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: 1,365 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
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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
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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
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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: 1,364 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: 1,110 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: 2,498 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: 3,118 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: 405 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: 907 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: 1,210 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: 2,917 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: 1,166 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: 1,577 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: 1,105 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

[tarjen's solution](#)

1705.

2025G

[Variable Damage](#) · [Tutorial](#)

Quality: 231 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: 1,236 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: 265 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 reset!](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1745.

106380D

[Do you play Ballance?](#) · [Tutorial](#)

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: —
[tarjen's solution](#)

1748.

106270A

[Mission Hexa](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1749.

106268A

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

Rating: — · first AC: 2026-01-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1750.

103119C

[Club Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · last AC: 2025-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[tarjen's solution](#)

1751.

105255F

[Tilting Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1752.

105112I

[Isolated Island](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-06 · last AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1753.

102832C

[Quantum Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1754.

102788L

[Fence](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1755.

103438H

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

Rating: — · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1756.

102798J

[Steins;Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1757.

102798B

[Labyrinth](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1758.

102059K

[Interesting Drug](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1759.

101964F

[Min Max Convert](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1760.

101908G

[Gasoline](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1761.

103371M

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

Rating: — · first AC: 2025-06-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

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

[Organizing Colored Sheets](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[tarjen's solution](#)

1764.

105945C

[Cutting Cards](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[tarjen's solution](#)

1765.

105945A

[Matrix Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · last AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[tarjen's solution](#)

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: —

[tarjen's solution](#)

1769.

105945J

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

Rating: — · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[tarjen's solution](#)

1770.

105945K

[Typewriter](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[tarjen's solution](#)

1771.

105945F

[Ranking Prediction](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[tarjen's solution](#)

1772.

105945D

[Spell Generation](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[tarjen's solution](#)

1773.

101986K

[Counting Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

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: —
[tarjen's solution](#)

1776.

105911J

[Hot Pepper](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1777.

105911C

[Osiris](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tarjen's solution](#)

1778.

105911I

[Dating Day](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1779.

105911E

[God's String on This Wonderful World](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tarjen's solution](#)

1780.

105911L

[Renaissance](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —
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1781.

105911H

[Bingo Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tarjen's solution](#)

1782.

105911G

[Exploration](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1783.

105911D

[Virtuous Pope](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1784.

105911F

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

Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1785.

105911M

[Divide coins](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1786.

105911K

[Rotation](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1787.

105911A

[Nezha Naohai](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · PyPy 3-64 (first AC) · Tags: —
[tarjen's solution](#)

1788.

105901M

[Flight Tracker](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1789.

105901C

[One Must Imagine Sisyphus Happy](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1790.

105255C

[Three Kinds of Dice](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1791.

103104E

[Revue](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · last AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[tarjen's solution](#)

1792.

103049J

[Joint Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1793.

104288L

[Where Am I?](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1794.

104288A

[Crystal Crosswind](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1795.

104288H

[Prehistoric Programs](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1796.

102500D

[Disposable Switches](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1797.

101158I

[Skinny Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1798.

105535B

[Byte Pair Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1799.

105535C

[Confusion](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1800.

105535G

[Gorgeous Summation](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1801.

105535I

[Imperial Decree](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1802.

105535J

[Jolly Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1803.

105535E

[Enter the Museum](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1804.

105535A

[Arithmetics and That's It](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1805.

105535K

[Know Your Duration of Stay](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1806.

105535H

[Huh? Oh, Yes, Welcome to the Contest!](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1807.

105535L

[Late Autumn Set of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1808.

103743G

[GCD on Bipartite Graph](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1809.

103743D

[Finding Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1810.

105255D

[Carl's Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1811.

105255H

[Jet Lag](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1812.

105255A

[Riddle of the Sphinx](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1813.

105255G

[Turning Red](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1814.

105255I

[Waterworld](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1815.

104017H

[Pandemic Restrictions](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1816.

104011G

[Grand Center](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-13 · last AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1817.

104252G

[Gravitational Wave Detector](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1818.

105677K

[Disk Covering](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1819.

105677A

[Titanomachy](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1820.

105677J

[Recovering the Tablet](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1821.

105677C

[Phryctoria](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1822.

105677G

[Guess How the Ballet Will End](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1823.

105677D

[Temple Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1824.

105677I

[Divination](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1825.

105677B

[Divine Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1826.

105677H

[The king of SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1827.

105677M

[Ook? Ook!](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1828.

102222J

[Nested Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1829.

105666D

[Drawing Lines](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1830.

101986G

[Rendezvous on a Tetrahedron](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1831.

101986E

[Black or White](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1832.

101986I

[Starting a Scenic Railroad Service](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1833.

101986C

[Medical Checkup](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1834.

101986F

[Pizza Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1835.

101986B

[Parallel Lines](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1836.

101986A

[Secret of Chocolate Poles](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1837.

103688B

[Lovely Fish](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1838.

103688D

[Collision Detector](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1839.

103688K

[Monkey Joe](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1840.

103688L

[Let's Swap](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1841.

103688G

[Chevonne's Necklace](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1842.

103688E

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

Rating: — · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1843.

103688C

[Tree Division](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1844.

103688A

[Bookshelf Filling](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1845.

103688H

[Kanbun](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1846.

103688F

[342 and Xiangqi](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1847.

103688I

[Equal Sum Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1848.

105633L

[Peculiar Protocol](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1849.

105633G

[Beyond the Former Explorer](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1850.

105633D

[Tree Generators](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1851.

105633F

[The Farthest Point](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1852.

105633E

[E-Circuit Is Now on Sale!](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1853.

105633C

[Omnes Viae Yokohamam Ducunt?](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1854.

105633I

[Greatest of the Greatest Common Divisors](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1855.

105633A

[Ribbon on the Christmas Present](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1856.

105633K

[Scheduling Two Meetings](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1857.

105633B

[The Sparsest Number in Between](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1858.

103861D

[Two Walls](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1859.

104768M

[Flipping Cards](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1860.

104768K

[Randias Permutation Task](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

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: —
[tarjen's solution](#)

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: —
[tarjen's solution](#)

1982.

102759D

[Just Meeting](#) · Tutorial

Rating: — · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[tarjen's solution](#)

1983.

102759H

[Alchemy](#) · Tutorial

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1984.

102759K

[Sewing Graph](#) · Tutorial

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[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: —
[tarjen's solution](#)

1994.

105327H

[Harmonics with Interference](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1995.

105327I

[Ingredients that may Harm You](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1996.

105327B

[Bacon Number](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1997.

105327E

[Enigma of the Jewelry Case](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1998.

105327A

[Attention to the Meeting](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

1999.

105327L

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

Rating: — · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

2000.

105327K

[Karamell](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

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: —

[tarjen's solution](#)

2008.

102984J

[Setting Maps](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[tarjen's solution](#)

2009.

102984D

[Non-Decreasing Subarray Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[tarjen's solution](#)

2010.

102984K

[Determinant](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[tarjen's solution](#)

2011.

102984E

[Observer Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[tarjen's solution](#)

2012.

102984G

[Solo Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[tarjen's solution](#)

2013.

102471J

[Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-27 · last AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[tarjen's solution](#)

2014.

104373H

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

Rating: — · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[tarjen's solution](#)

2015.

103371K

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

Rating: — · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

2016.

105222C

[Black-White Cubic Lattice](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

2017.

105139D

[MACARON Likes Happy Endings](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-10 · last AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

2018.

105222G

[Function Query](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: —
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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

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Rating: — · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: —
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2022.

105222B

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Rating: — · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: —
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2023.

105222A

[Reverse Pairs Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: —
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2024.

105222I

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Rating: — · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: —
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2025.

105222L

[Beef Tripe in Soup Pot?](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: —
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2026.

105222H

[GG and YY's Stone Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: —
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2027.

105222E

[L-Covering Checker](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: —
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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: —
[tarjen's solution](#)

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: —
[tarjen's solution](#)

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: —
[tarjen's solution](#)

2035.

104373G

[Cyclic Buffer](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

2036.

104373F

[Sandpile on Clique](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

2037.

104373C

[Laser Trap](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

2038.

104373A

[So I'll Max Out My Constructive Algorithm Skills](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

2039.

105229E

[eäurōNöeå](#)

Rating: — · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

2040.

103428F

[Stone](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

2041.

103104K

[Chtholly and World-End Battle](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

2042.

103428E

[CHASE!](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

2043.

103470E

[Paimon Segment Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-19 · last AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

2044.

105229M

[NTQb4Y](#)

Rating: — · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

2045.

105229L

[bīcōjW](#)

Rating: — · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

2046.

105229K

[eāQbrial](#)

Rating: — · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

2047.

105229J

[gōtēp^•R](#)

Rating: — · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

2048.

105229G

[Game 2048](#)

Rating: — · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[tarjen's solution](#)

2049.

105229D

[Top View](#)

Rating: — · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[tarjen's solution](#)

2050.

105229A

[Uppercase and Lowercase](#)

Rating: — · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[tarjen's solution](#)

2051.

105170H

[Games on the Ads 2: Painting](#) · Tutorial

Rating: — · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[tarjen's solution](#)

2052.

105170F

[Best Player](#) · Tutorial

Rating: — · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[tarjen's solution](#)

2053.

105170K

[String Divide II](#) · Tutorial

Rating: — · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[tarjen's solution](#)

2054.

105170D

[Parallel Lines](#) · Tutorial

Rating: — · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[tarjen's solution](#)

2055.

105170C

[Fibonacci Sum](#) · Tutorial

Rating: — · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[tarjen's solution](#)

2056.

105170B

[Dfs Order 0.5](#) · Tutorial

Rating: — · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[tarjen's solution](#)

2057.

105170E

[Connected Components](#) · Tutorial

Rating: — · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[tarjen's solution](#)

2058.

105170G

[Platform Game](#) · Tutorial

Rating: — · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[tarjen's solution](#)

2059.

105170L

[Recharge](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: —
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2060.

105170I

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

Rating: — · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

2061.

103495B

[Among Us](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

2062.

104945M

[In-order](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-01 · last AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

2063.

103371L

[Utilitarianism 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: —
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2064.

105173B

[Charging Station](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-23 · last AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

2065.

105173M

[House](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

2066.

105173I

[Password](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

2067.

105173A

[Paper Watering](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

2068.

105173E

[Checksum](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

2069.

105173L

[Bracket Generation](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[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 Ō](#)

Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

2077.

105158J

[c R N tep](#)

Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

2078.

105158G

[bk - 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

2079.

105158F

[O T A W \(&N2](#)

Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

2080.

105163G

[Grey-like Code](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[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

[Photography](#) · [Tutorial](#)

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: —
[tarjen's solution](#)

2086.

105163K

[Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

2087.

105163I

[This is an easy problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

2088.

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · last AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

2089.

104945D

[Flag performance](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

2090.

104945G

[Favourite dish](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

2091.

104945C

[Metro quiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

2092.

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

2093.

104945B

[Supporting everyone](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[tarjen's solution](#)

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

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2267.

104651A

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2268.

104651E

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Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —
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2269.

104639B

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Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —
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2270.

104639J

[Minimum Manhattan Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —
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2271.

104639L

[KaChang!](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —
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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: —
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2276.

104639A

[Qualifiers Ranking Rules](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —
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2277.

104566I

[Kuririn MIRACLE](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · last AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —
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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

[Junkyeom'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: —
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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: —
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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: —
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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: —
[tarjen's solution](#)

2334.

102576C

[Bookface](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[tarjen's solution](#)

2335.

102576H

[Lighthouses](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[tarjen's solution](#)

2336.

102576G

[Invited Speakers](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: —
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2337.

102576I

[Sum of Palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[tarjen's solution](#)

2338.

102576L

[Wizards Unite](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[tarjen's solution](#)

2339.

102576B

[Binomial](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[tarjen's solution](#)

2340.

104459D

[Stones in the Bucket](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[tarjen's solution](#)

2341.

102500K

[Kitesurfing](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · last AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[tarjen's solution](#)

2342.

102500J

[Jackdaws And Crows](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[tarjen's solution](#)

2343.

102500H

[Height Profile](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[tarjen's solution](#)

2344.

102220F

[Mini-game Before Contest](#) · [Tutorial](#)

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

[Hourly Coding Problem · Tutorial](#)

Rating: — · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[tarjen's solution](#)

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

[\[PN201Vpe†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

[siYÓzab](#)

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: —
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2385.

103145D

[Lowbit](#) · [Tutorial](#)

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[tarjen's solution](#)

2386.

103145C

[Vertex Deletion](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —
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2387.

103145K

[City](#) · [Tutorial](#)

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[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: —
[tarjen's solution](#)

2450.

104396F

[Timaeus](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[tarjen's solution](#)

2451.

104396K

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

Rating: — · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[tarjen's solution](#)

2452.

104396A

[Today's Word](#) · [Tutorial](#)

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](#) [Fugapu 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: —
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2505.

102392D

[Cycle String?](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: —
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2506.

102392F

[Game on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: —
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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: —
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2541.

101669J

[Cunning Friends](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-22 · C++17 (GCC 9-64) (first AC) · Tags: —
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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: —
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2544.

101669A

[Concerts](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-22 · C++17 (GCC 9-64) (first AC) · Tags: —
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2545.

101987I

[Square Root](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-20 · last AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: —
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2546.

101987C

[Disks Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —
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2547.

101987E

[LED](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —
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2548.

101987G

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Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —
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2549.

101987F

[Parentheses](#) · [Tutorial](#)

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2550.

101987J

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2551.

101987A

[Circuits](#) · [Tutorial](#)

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2552.

101987B

[Cosmetic Survey](#) · [Tutorial](#)

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2553.

101987K

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Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —
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2554.

101987L

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2555.

101987D

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2556.

104304F

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2557.

104304E

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2558.

104304D

[Oshwicigwq NtÑk8](#)

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2559.

104304C

[Toxel NtSinaî™](#)

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2560.

104304B

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2561.

104304A

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2562.

104270G

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2563.

104317J

[Juxtaposed brackets](#) · [Tutorial](#)

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2564.

104317I

[I like UNO !](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: —
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2565.

104317H

[How to know the function](#) · [Tutorial](#)

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2566.

104317G

[Golden jade matrix checker](#) · [Tutorial](#)

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2567.

104317F

[Fill out the multiple choice questions](#) · [Tutorial](#)

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2568.

104317E

[Eliminate suspicion](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: —
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2569.

104317D

[Deliver the string](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: —
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2570.

104317B

[Bespread with chequers](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[tarjen's solution](#)

2571.

104114I

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

Rating: — · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[tarjen's solution](#)

2572.

104270L

[Sub-cycle Graph](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[tarjen's solution](#)

2573.

104270D

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

Rating: — · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: —
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2574.

104270F

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: —
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2575.

104270E

[Plants vs. Zombies](#) · [Tutorial](#)

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2576.

104270J

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2577.

104270C

[Flippy Sequence](#) · [Tutorial](#)

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2578.

104270M

[Function and Function](#) · [Tutorial](#)

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2579.

104282I

[Magic Tree](#) · [Tutorial](#)

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2580.

104282G

[Domino](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: —
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2581.

104282J

[Disjoint-Set-Union Sum](#) · [Tutorial](#)

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2582.

103048F

[Function-Cuber](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: —
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2583.

103048A

[Abstract Algebra](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: —
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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: —
[tarjen's solution](#)

2587.

103048G

[Group QQ Speed](#) · [Tutorial](#)

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: —
[tarjen's solution](#)

2589.

103048K

[K-Primes](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: —
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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: —
[tarjen's solution](#)

2592.

104252F

[Favorite Tree](#) · [Tutorial](#)

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: —
[tarjen's solution](#)

2595.

104234H

[Graph Isomorphism](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · last AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[tarjen's solution](#)

2596.

104234J

[Persian Casino](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[tarjen's solution](#)

2597.

104234M

[Siteswap](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[tarjen's solution](#)

2598.

104234G

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

Rating: — · first AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —
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2599.

104234K

[Determinant, or...?](#) · [Tutorial](#)

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2600.

104234E

[Garbage Disposal](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —
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2601.

104252K

[Kind Baker](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —
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2602.

104252H

[Horse Race](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[tarjen's solution](#)

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

[Maze in Bolt](#) · [Tutorial](#)

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2605.

104252A

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2606.

104252I

[Italian Calzone & Pasta Corner](#) · [Tutorial](#)

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2607.

104252E

[Empty Squares](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[tarjen's solution](#)

2608.

104252D

[Daily Trips](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[tarjen's solution](#)

2609.

104252L

[Lazy Printing](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[tarjen's solution](#)

2610.

104197N

[No Zero-Sum Subsegment](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[tarjen's solution](#)

2611.

104197G

[Graph Problem With Small \$\\$n\\$\$](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[tarjen's solution](#)

2612.

104197C

[Count Hamiltonian Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[tarjen's solution](#)

2613.

104197B

[Binary Arrays and Sliding Sums](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: —
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2614.

104197J

[Jewel of Data Structure Problems](#) · [Tutorial](#)

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2615.

104197D

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

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2616.

104197F

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104197I

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104197A

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2621.

104128J

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[tarjen's solution](#)

2622.

104160A

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

Rating: — · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: —
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2623.

104160L

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2624.

104160C

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2625.

104160D

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2626.

104207J

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2627.

104207C

[Rich Game](#) · [Tutorial](#)

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2628.

104207G

[Alice's Stamps](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: —
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2629.

104207K

[Knightmare](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[tarjen's solution](#)

2630.

104207E

[Evil Forest](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[tarjen's solution](#)

2631.

104207A

[Dogs and Cages](#) · [Tutorial](#)

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: —
[tarjen's solution](#)

2633.

104128M

[Drain the Water Tank](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[tarjen's solution](#)

2634.

104128I

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

Rating: — · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[tarjen's solution](#)

2635.

104128G

[Inscryption](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[tarjen's solution](#)

2636.

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[tarjen's solution](#)

2637.

104128B

[Ropeway](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[tarjen's solution](#)

2638.

104128A

[Stop, Yesterday Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[tarjen's solution](#)

2639.

103443F

[What a Colorful Wall](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[tarjen's solution](#)

2640.

102822B

[Building Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[tarjen's solution](#)

2641.

104172C

[Painting Grid](#) · [Tutorial](#)

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: —
[tarjen's solution](#)

2643.

104172L

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

Rating: — · first AC: 2023-02-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[tarjen's solution](#)

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: —
[tarjen's solution](#)

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

[Big Picture](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[tarjen's solution](#)

2648.

104172A

[TreeScript](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[tarjen's solution](#)

2649.

103055H

[Grammy and HearthStone](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[tarjen's solution](#)

2650.

103055D

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

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: —
[tarjen's solution](#)

2656.

103055M

[Game Theory](#) · [Tutorial](#)

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

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: —
[tarjen's solution](#)

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

[Automatic Sprayer 2](#) · [Tutorial](#)

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: —
[tarjen's solution](#)

2670.

103371C

[Equivalent Pipelines](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[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

[Periodic Ruler](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[tarjen's solution](#)

2673.

104128E

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[tarjen's solution](#)

2674.

104094L

[Wires Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[tarjen's solution](#)

2675.

104094G

[Loop around Lake](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[tarjen's solution](#)

2676.

104094K

[The Fortress Defense](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[tarjen's solution](#)

2677.

104094D

[Gas Stations](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[tarjen's solution](#)

2678.

104094B

[GPS Hack](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[tarjen's solution](#)

2679.

104094C

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[tarjen's solution](#)

2680.

104094E

[kex](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[tarjen's solution](#)

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: —
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2690.

104012E

[Easily Distinguishable Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —
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2691.

104012L

[Limited Swaps](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —
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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

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Rating: — · first AC: 2023-01-06 · last AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —
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2696.

102055B

[Balance of the Force](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —
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2697.

102055K

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2698.

102055I

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2699.

102055G

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Rating: — · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —
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2700.

102055L

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2701.

102055A

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2702.

103931L

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Rating: — · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —
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2703.

103931N

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2704.

103931M

[My University Is Better Than Yours](#) · [Tutorial](#)

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2705.

103931I

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2706.

103931H

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2707.

103931G

[Gua!](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —
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2708.

103931E

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2709.

103931C

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Rating: — · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —
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2710.

103931B

[Bracket Query](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —
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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: —
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2716.

104090I

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Rating: — · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: —
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2717.

104064D

[Dyson Circle](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[tarjen's solution](#)

2718.

104064G

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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](#)

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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

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[tarjen's solution](#)**2733.**

102361I

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[tarjen's solution](#)**2734.**

102361F

[Forest Program](#) · [Tutorial](#)Rating: — · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[tarjen's solution](#)**2735.**

102361E

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[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

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2742.

101775C

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Rating: — · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —
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2743.

101775A

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Rating: — · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —
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2744.

101775M

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Rating: — · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —
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2745.

102082I

[Ranks](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —
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2746.

102994B

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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: —
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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: —
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2751.

104013N

[Nunchucks Shop](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —
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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

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Rating: — · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —
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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

[Tutorial](#)

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: —
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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

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2821.

104065J

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Rating: — · first AC: 2022-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[tarjen's solution](#)

2822.

104065E

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Rating: — · first AC: 2022-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —
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2823.

104065H

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Rating: — · first AC: 2022-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —
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2824.

104065M

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Rating: — · first AC: 2022-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —
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2825.

104065A

[Ban or Pick, What's the Trick](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —
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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

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2850.

102798G

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Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
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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: —
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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: —
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2855.

102798A

[Golden Spirit](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
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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: —
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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

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3337.

103486B

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3338.

103486E

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3339.

103486M

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3340.

103486A

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3341.

103470L

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3342.

103347J

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3343.

103401L

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3344.

103401H

[Observe](#) · [Tutorial](#)

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3345.

103401C

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3346.

103347H

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Rating: — · first AC: 2022-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

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3347.

103495L

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Rating: — · first AC: 2022-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —

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3348.

103495H

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3349.

103495D

[Pattern Lock](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —

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3350.

103495J

[Anti-merge](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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3351.

103495C

[Magical Rearrangement](#) · [Tutorial](#)

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3352.

103495K

[Longest Continuous 1](#) · [Tutorial](#)

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3353.

103495I

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3354.

103495A

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3355.

103366D

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3356.

103366I

[Homework](#) · [Tutorial](#)

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3357.

103366C

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Rating: — · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —

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3358.

103366J

[LRU](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: —

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3359.

103366F

[Four Column Hanoi Tower](#) · [Tutorial](#)

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3360.

103366G

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3361.

103366A

[Mio visits ACGN Exhibition](#) · [Tutorial](#)

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3362.

103366H

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3363.

103366B

[Continued Fraction](#) · [Tutorial](#)

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3364.

103366L

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3365.

103366K

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3366.

102606H

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3367.

102062H

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3368.

102062G

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3369.

102062F

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3370.

102062E

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3371.

102062C

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3372.

102062B

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3373.

102062D

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3374.

102062A

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3375.

102606E

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3376.

102606C

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3377.

102606D

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3378.

103470I

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3379.

102606F

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3380.

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3381.

102606A

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3382.

103470M

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3383.

103470D

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3384.

103470H

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3385.

103470C

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3386.

103470A

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3387.

103373E

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3388.

103373G

[Garden Park · Tutorial](#)

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3389.

103449E

[Rubik String · Tutorial](#)

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3390.

103373D

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3391.

103447G

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3392.

103447D

[Math master](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —
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3393.

103447I

[Power and Zero](#) · [Tutorial](#)

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3394.

103447B

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3395.

103447E

[Power and Modulo](#) · [Tutorial](#)

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3396.

103447J

[Local Minimum](#) · [Tutorial](#)

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3397.

103373C

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3398.

103373B

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3399.

103373J

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3400.

103373A

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3401.

103428M

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3402.

103428H

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3403.

103428G

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3404.

103388M

[Monarchy in Vertigo](#) · [Tutorial](#)

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3405.

103415C

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3406.

103415H

[Three Integers](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

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3407.

103415I

[Pudding Store](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

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3408.

103388G

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3409.

103185L

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3410.

103185E

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3411.

103185C

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3412.

103185N

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3413.

103185D

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3414.

103388C

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3415.

103388E

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3416.

103388K

[Kathmandu](#) · [Tutorial](#)

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3417.

103388H

[Handling the Blocks](#) · [Tutorial](#)

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3418.

103389F

[WDWpS!](#)

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3419.

103389C

[PULF!](#)

Rating: — · first AC: 2021-11-02 · last AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[tarjen's solution](#)

3420.

103389K

[ONPa8b](#)

Rating: — · first AC: 2021-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

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3421.

103389I

[S-JvSaN of](#)

Rating: — · first AC: 2021-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

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3422.

103389A

[QINoig'i](#)

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3423.

103389D

[OTUS](#)

Rating: — · first AC: 2021-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

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3424.

103389G

[3G-Q](#) · [Tutorial](#)

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3425.

103202D

[Journey to Un'Goro](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

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3426.

103202F

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3427.

103202G

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3428.

102946B

[Bongcloud](#) · [Tutorial](#)

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3429.

102028I

[Distance](#) · [Tutorial](#)

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3430.

102769F

[Friendly Group](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: —

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