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Unique solved — temporary1

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

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

Filters: none

Count: 1,696

1.

2184A

[Social Experiment](#) · [Tutorial](#)

Quality: 38,076 global accepts · Rating: 800 · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: math
[temporary1's solution](#)

2.

2193B

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

Quality: 30,113 global accepts · Rating: 800 · first AC: 2026-04-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[temporary1's solution](#)

3.

2193A

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

Quality: 42,645 global accepts · Rating: 800 · first AC: 2026-04-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[temporary1's solution](#)

4.

2211A

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

Quality: 16,059 global accepts · Rating: 800 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[temporary1's solution](#)

5.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,677 global accepts · Rating: 800 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[temporary1's solution](#)

6.

1762A

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

Quality: 20,588 global accepts · Rating: 800 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[temporary1's solution](#)

7.

2157A

[Dungeon Equilibrium](#) · [Tutorial](#)

Quality: 16,489 global accepts · Rating: 800 · first AC: 2026-03-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[temporary1's solution](#)

8.

2152A

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

Quality: 22,303 global accepts · Rating: 800 · first AC: 2026-02-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[temporary1's solution](#)

9.

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[temporary1's solution](#)

10.

2189A

[Table with Numbers](#) · [Tutorial](#)

Quality: 24,364 global accepts · Rating: 800 · first AC: 2026-01-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[temporary1's solution](#)

11.

2176A

[Operations with Inversions](#) · [Tutorial](#)

Quality: 29,066 global accepts · Rating: 800 · first AC: 2026-01-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[temporary1's solution](#)

12.

2003B

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

Quality: 27,528 global accepts · Rating: 800 · first AC: 2026-01-19 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings
[temporary1's solution](#)

13.

2003A

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

Quality: 32,664 global accepts · Rating: 800 · first AC: 2026-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[temporary1's solution](#)

14.

2183A

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

Quality: 23,665 global accepts · Rating: 800 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: games
[temporary1's solution](#)

15.

2163A

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

Quality: 19,593 global accepts · Rating: 800 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings
[temporary1's solution](#)

16.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,731 global accepts · Rating: 800 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[temporary1's solution](#)

17.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,574 global accepts · Rating: 800 · first AC: 2025-12-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[temporary1's solution](#)

18.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,871 global accepts · Rating: 800 · first AC: 2025-12-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory
[temporary1's solution](#)

19.

2110A

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

Quality: 29,826 global accepts · Rating: 800 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
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20.

2167C

[Isamatdin and His Magic Wand!](#) · [Tutorial](#)

Quality: 36,054 global accepts · Rating: 800 · first AC: 2025-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[temporary1's solution](#)

21.

2167B

[Your Name](#) · [Tutorial](#)

Quality: 51,810 global accepts · Rating: 800 · first AC: 2025-11-26 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings
[temporary1's solution](#)

22.

2167A

[Square?](#) · [Tutorial](#)

Quality: 58,449 global accepts · Rating: 800 · first AC: 2025-11-26 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
[temporary1's solution](#)

23.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,824 global accepts · Rating: 800 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings
[temporary1's solution](#)

24.

2123B

[Tournament](#) · [Tutorial](#)

Quality: 34,910 global accepts · Rating: 800 · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[temporary1's solution](#)

25.

2123A

[Blackboard Game](#) · [Tutorial](#)

Quality: 41,686 global accepts · Rating: 800 · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: math
[temporary1's solution](#)

26.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,640 global accepts · Rating: 800 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[temporary1's solution](#)

27.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[temporary1's solution](#)

28.

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,854 global accepts · Rating: 800 · first AC: 2025-08-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[temporary1's solution](#)

29.

2031A

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

Quality: 20,947 global accepts · Rating: 800 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math
[temporary1's solution](#)

30.

2044C

[Hard Problem](#) · [Tutorial](#)

Quality: 45,267 global accepts · Rating: 800 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[temporary1's solution](#)

31.

2044B

[Normal Problem](#) · [Tutorial](#)

Quality: 51,972 global accepts · Rating: 800 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[temporary1's solution](#)

32.

2044A

[Easy Problem](#) · [Tutorial](#)

Quality: 61,208 global accepts · Rating: 800 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[temporary1's solution](#)

33.

2050A

[Line Breaks](#) · [Tutorial](#)

Quality: 36,457 global accepts · Rating: 800 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[temporary1's solution](#)

34.

1850C

[Word on the Paper](#) · [Tutorial](#)

Quality: 53,538 global accepts · Rating: 800 · first AC: 2025-04-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[temporary1's solution](#)

35.

1694A

[Creep](#) · [Tutorial](#)

Quality: 23,519 global accepts · Rating: 800 · first AC: 2025-04-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[temporary1's solution](#)

36.

1560B

[Who's Opposite?](#) · [Tutorial](#)

Quality: 38,801 global accepts · Rating: 800 · first AC: 2025-02-04 · C++17 (GCC 7-32) (first AC) · Tags: math
[temporary1's solution](#)

37.

837A

[Text Volume](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 800 · first AC: 2025-02-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[temporary1's solution](#)

38.

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,909 global accepts · Rating: 800 · first AC: 2025-02-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[temporary1's solution](#)

39.

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,331 global accepts · Rating: 800 · first AC: 2025-02-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
[temporary1's solution](#)

40.

2059A

[Milya and Two Arrays](#) · [Tutorial](#)

Quality: 29,191 global accepts · Rating: 800 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[temporary1's solution](#)

41.

2036B

[Startup](#) · [Tutorial](#)

Quality: 29,740 global accepts · Rating: 800 · first AC: 2025-01-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[temporary1's solution](#)

42.

2036A

[Quintomania](#) · [Tutorial](#)

Quality: 40,691 global accepts · Rating: 800 · first AC: 2025-01-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[temporary1's solution](#)

43.

2062A

[String](#) · [Tutorial](#)

Quality: 28,279 global accepts · Rating: 800 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings

[temporary1's solution](#)

44.

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,639 global accepts · Rating: 800 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, math

[temporary1's solution](#)

45.

2034A

[King Keykhosrow's Mystery](#) · [Tutorial](#)

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[temporary1's solution](#)

46.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,698 global accepts · Rating: 800 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[temporary1's solution](#)

47.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[temporary1's solution](#)

48.

2027A

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

Quality: 22,025 global accepts · Rating: 800 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math

[temporary1's solution](#)

49.

1717A

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

Quality: 20,956 global accepts · Rating: 800 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[temporary1's solution](#)

50.

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,686 global accepts · Rating: 800 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, games, math

[temporary1's solution](#)

51.

2030A

[A Gift From Orangutan](#) · [Tutorial](#)

Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[temporary1's solution](#)

52.

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,501 global accepts · Rating: 800 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[temporary1's solution](#)

53.

2020A

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

Quality: 25,941 global accepts · Rating: 800 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

[temporary1's solution](#)

54.

1789B

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

Quality: 17,586 global accepts · Rating: 800 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings, two pointers

[temporary1's solution](#)

55.

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,476 global accepts · Rating: 800 · first AC: 2024-09-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[temporary1's solution](#)

56.

2014B

[Robin Hood and the Major Oak](#) · [Tutorial](#)

Quality: 33,189 global accepts · Rating: 800 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[temporary1's solution](#)

57.

2014A

[Robin Helps](#) · [Tutorial](#)

Quality: 45,704 global accepts · Rating: 800 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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58.

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,230 global accepts · Rating: 800 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[temporary1's solution](#)

59.

1843C

[Sum in Binary Tree](#) · [Tutorial](#)

Quality: 39,495 global accepts · Rating: 800 · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math, trees

[temporary1's solution](#)

60.

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,955 global accepts · Rating: 800 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

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61.

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,220 global accepts · Rating: 800 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[temporary1's solution](#)

62.

2008C

[Longest Good Array](#) · [Tutorial](#)

Quality: 36,475 global accepts · Rating: 800 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[temporary1's solution](#)

63.

2008B

[Square or Not](#) · [Tutorial](#)

Quality: 32,955 global accepts · Rating: 800 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, strings

[temporary1's solution](#)

64.

2008A

[Sakurako's Exam](#) · [Tutorial](#)

Quality: 41,789 global accepts · Rating: 800 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[temporary1's solution](#)

65.

2010B

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Quality: 24,717 global accepts · Rating: 800 · first AC: 2024-08-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[temporary1's solution](#)

66.

2010A

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

Quality: 21,266 global accepts · Rating: 800 · first AC: 2024-08-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[temporary1's solution](#)

67.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,167 global accepts · Rating: 800 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[temporary1's solution](#)

68.

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,056 global accepts · Rating: 800 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[temporary1's solution](#)

69.

1991A

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

Quality: 24,425 global accepts · Rating: 800 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[temporary1's solution](#)

70.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,284 global accepts · Rating: 800 · first AC: 2024-07-20 · last AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[temporary1's solution](#)

71.

1621A

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

Quality: 24,767 global accepts · Rating: 800 · first AC: 2024-07-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[temporary1's solution](#)

72.

1983A

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

Quality: 28,115 global accepts · Rating: 800 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[temporary1's solution](#)

73.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,991 global accepts · Rating: 800 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[temporary1's solution](#)

74.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,351 global accepts · Rating: 800 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[temporary1's solution](#)

75.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,506 global accepts · Rating: 800 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings
[temporary1's solution](#)

76.

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,982 global accepts · Rating: 800 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, sortings
[temporary1's solution](#)

77.

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,332 global accepts · Rating: 800 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search
[temporary1's solution](#)

78.

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,622 global accepts · Rating: 800 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[temporary1's solution](#)

79.

1985B

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

Quality: 56,769 global accepts · Rating: 800 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[temporary1's solution](#)

80.

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,364 global accepts · Rating: 800 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[temporary1's solution](#)

81.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[temporary1's solution](#)

82.

1980B

[Choosing Cubes](#) · [Tutorial](#)

Quality: 38,501 global accepts · Rating: 800 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[temporary1's solution](#)

83.

1980A

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

Quality: 47,594 global accepts · Rating: 800 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: math
[temporary1's solution](#)

84.

1979A

[Guess the Maximum](#) · [Tutorial](#)

Quality: 31,791 global accepts · Rating: 800 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[temporary1's solution](#)

85.

1981A

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

Quality: 24,250 global accepts · Rating: 800 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[temporary1's solution](#)

86.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,644 global accepts · Rating: 800 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings
[temporary1's solution](#)

87.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,197 global accepts · Rating: 800 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: math
[temporary1's solution](#)

88.

1975A

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

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings
[temporary1's solution](#)

89.

1974B

[Symmetric Encoding](#) · [Tutorial](#)

Quality: 34,485 global accepts · Rating: 800 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings
[temporary1's solution](#)

90.

1974A

[Phone Desktop](#) · [Tutorial](#)

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[temporary1's solution](#)

91.

1971B

[Different String](#) · [Tutorial](#)

Quality: 44,704 global accepts · Rating: 800 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[temporary1's solution](#)

92.

1971A

[My First Sorting Problem](#) · [Tutorial](#)

Quality: 59,477 global accepts · Rating: 800 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[temporary1's solution](#)

93.

233A

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

Quality: 49,146 global accepts · Rating: 800 · first AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[temporary1's solution](#)

94.

151A

[Soft Drinking](#) · [Tutorial](#)

Quality: 94,768 global accepts · Rating: 800 · first AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[temporary1's solution](#)

95.

144A

[Arrival of the General](#) · [Tutorial](#)

Quality: 121,380 global accepts · Rating: 800 · first AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[temporary1's solution](#)

96.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,510 global accepts · Rating: 800 · first AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[temporary1's solution](#)

97.

112A

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

Quality: 287,214 global accepts · Rating: 800 · first AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[temporary1's solution](#)

98.

71A

[Way Too Long Words](#) · [Tutorial](#)

Quality: 503,184 global accepts · Rating: 800 · first AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: strings

[temporary1's solution](#)

99.

49A

[Sleuth](#) · [Tutorial](#)

Quality: 15,265 global accepts · Rating: 800 · first AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[temporary1's solution](#)

100.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,426 global accepts · Rating: 800 · first AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[temporary1's solution](#)

101.

34A

[Reconnaissance 2](#) · [Tutorial](#)

Quality: 34,681 global accepts · Rating: 800 · first AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[temporary1's solution](#)

102.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,724 global accepts · Rating: 800 · first AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[temporary1's solution](#)

103.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,850 global accepts · Rating: 900 · first AC: 2026-03-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[temporary1's solution](#)

104.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,582 global accepts · Rating: 900 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

[temporary1's solution](#)

105.

2110B

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

Quality: 27,342 global accepts · Rating: 900 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: strings

[temporary1's solution](#)

106.

2042B

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

Quality: 19,486 global accepts · Rating: 900 · first AC: 2025-08-02 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[temporary1's solution](#)

107.

2031B

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

Quality: 20,783 global accepts · Rating: 900 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[temporary1's solution](#)

108.

2028A

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

Quality: 20,305 global accepts · Rating: 900 · first AC: 2025-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[temporary1's solution](#)

109.

2062B

[Clockwork · Tutorial](#)

Quality: 23,751 global accepts · Rating: 900 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[temporary1's solution](#)

110.

275A

[Lights Out · Tutorial](#)

Quality: 36,464 global accepts · Rating: 900 · first AC: 2025-01-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[temporary1's solution](#)

111.

2026A

[Perpendicular Segments · Tutorial](#)

Quality: 20,263 global accepts · Rating: 900 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math
[temporary1's solution](#)

112.

2035B

[Everyone Loves Tres · Tutorial](#)

Quality: 20,571 global accepts · Rating: 900 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[temporary1's solution](#)

113.

2013B

[Battle for Survive · Tutorial](#)

Quality: 28,241 global accepts · Rating: 900 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[temporary1's solution](#)

114.

2005A

[Simple Palindrome · Tutorial](#)

Quality: 26,244 global accepts · Rating: 900 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math
[temporary1's solution](#)

115.

1990A

[Submission Bait · Tutorial](#)

Quality: 26,866 global accepts · Rating: 900 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, sortings
[temporary1's solution](#)

116.

1988B

[Make Majority · Tutorial](#)

Quality: 26,449 global accepts · Rating: 900 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[temporary1's solution](#)

117.

1988A

[Split the Multiset · Tutorial](#)

Quality: 26,995 global accepts · Rating: 900 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[temporary1's solution](#)

118.

1927B

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

Quality: 38,127 global accepts · Rating: 900 · first AC: 2024-07-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
[temporary1's solution](#)

119.

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,403 global accepts · Rating: 900 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[temporary1's solution](#)

120.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,530 global accepts · Rating: 900 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math
[temporary1's solution](#)

121.

1971C

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

Quality: 41,573 global accepts · Rating: 900 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[temporary1's solution](#)

122.

2193C

[Replace and Sum](#) · [Tutorial](#)

Quality: 28,710 global accepts · Rating: 1000 · first AC: 2026-04-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[temporary1's solution](#)

123.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,880 global accepts · Rating: 1000 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[temporary1's solution](#)

124.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,820 global accepts · Rating: 1000 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[temporary1's solution](#)

125.

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,901 global accepts · Rating: 1000 · first AC: 2026-01-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, strings
[temporary1's solution](#)

126.

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,195 global accepts · Rating: 1000 · first AC: 2026-01-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[temporary1's solution](#)

127.

670B

[Game of Robots](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1000 · first AC: 2026-01-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[temporary1's solution](#)

128.

2167D

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

Quality: 30,204 global accepts · Rating: 1000 · first AC: 2025-11-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory
[temporary1's solution](#)

129.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,249 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[temporary1's solution](#)

130.

2123C

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

Quality: 30,877 global accepts · Rating: 1000 · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures
[temporary1's solution](#)

131.

447B

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

Quality: 21,023 global accepts · Rating: 1000 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[temporary1's solution](#)

132.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,280 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[temporary1's solution](#)

133.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,763 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, two pointers
[temporary1's solution](#)

134.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[temporary1's solution](#)

135.

2005B1

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

Quality: 24,745 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[temporary1's solution](#)

136.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2024-07-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, two pointers
[temporary1's solution](#)

137.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,910 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[temporary1's solution](#)

138.

1986B

[Matrix Stabilization](#) · [Tutorial](#)

Quality: 30,130 global accepts · Rating: 1000 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings
[temporary1's solution](#)

139.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,104 global accepts · Rating: 1000 · first AC: 2024-06-11 · last AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[temporary1's solution](#)

140.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,428 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
[temporary1's solution](#)

141.

1975B

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

Quality: 21,070 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings
[temporary1's solution](#)

142.

2184C

[Huge Pile](#) · [Tutorial](#)

Quality: 21,853 global accepts · Rating: 1100 · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs, math
[temporary1's solution](#)

143.

2184B

[Hourglass](#) · [Tutorial](#)

Quality: 24,099 global accepts · Rating: 1100 · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: math
[temporary1's solution](#)

144.

2193D

[Monster Game](#) · [Tutorial](#)

Quality: 21,569 global accepts · Rating: 1100 · first AC: 2026-04-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers
[temporary1's solution](#)

145.

2211B

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

Quality: 11,614 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math
[temporary1's solution](#)

146.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings
[temporary1's solution](#)

147.

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,020 global accepts · Rating: 1100 · first AC: 2024-06-23 · last AC: 2026-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[temporary1's solution](#)

148.

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,500 global accepts · Rating: 1100 · first AC: 2026-01-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[temporary1's solution](#)

149.

2183B

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

Quality: 16,171 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[temporary1's solution](#)

150.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-08-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[temporary1's solution](#)

151.

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,099 global accepts · Rating: 1100 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[temporary1's solution](#)

152.

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,059 global accepts · Rating: 1100 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[temporary1's solution](#)

153.

478A

[Initial Bet](#) · [Tutorial](#)

Quality: 27,186 global accepts · Rating: 1100 · first AC: 2025-07-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[temporary1's solution](#)

154.

2036C

[Anya and 1100](#) · [Tutorial](#)

Quality: 22,198 global accepts · Rating: 1100 · first AC: 2025-01-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[temporary1's solution](#)

155.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[temporary1's solution](#)

156.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[temporary1's solution](#)

157.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy
[temporary1's solution](#)

158.

2014C

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

Quality: 27,456 global accepts · Rating: 1100 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[temporary1's solution](#)

159.

2009C

[The Legend of Freya the Frog](#) · [Tutorial](#)

Quality: 33,009 global accepts · Rating: 1100 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[temporary1's solution](#)

160.

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,447 global accepts · Rating: 1100 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, dsu, graphs, math
[temporary1's solution](#)

161.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,447 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[temporary1's solution](#)

162.

1991B

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

Quality: 18,902 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[temporary1's solution](#)

163.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,489 global accepts · Rating: 1100 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[temporary1's solution](#)

164.

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2024-07-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[temporary1's solution](#)

165.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,953 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[temporary1's solution](#)

166.

1976B

[Increase/Decrease/Copy](#) · [Tutorial](#)

Quality: 25,079 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[temporary1's solution](#)

167.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,896 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[temporary1's solution](#)

168.

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,553 global accepts · Rating: 1100 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, strings
[temporary1's solution](#)

169.

2196A

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

Quality: 15,818 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: games, math
[temporary1's solution](#)

170.

2189B

[The Curse of the Frog](#) · [Tutorial](#)

Quality: 15,309 global accepts · Rating: 1200 · first AC: 2026-01-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[temporary1's solution](#)

171.

2174A

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

Quality: 14,293 global accepts · Rating: 1200 · first AC: 2026-01-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers
[temporary1's solution](#)

172.

2003C

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

Quality: 21,661 global accepts · Rating: 1200 · first AC: 2026-01-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[temporary1's solution](#)

173.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,129 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy
[temporary1's solution](#)

174.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,462 global accepts · Rating: 1200 · first AC: 2026-01-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, trees
[temporary1's solution](#)

175.

708A

[Letters Cyclic Shift](#) · [Tutorial](#)

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2026-01-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[temporary1's solution](#)

176.

216A

[Tiling with Hexagons](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 1200 · first AC: 2026-01-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[temporary1's solution](#)

177.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,694 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[temporary1's solution](#)

178.

2123D

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

Quality: 21,889 global accepts · Rating: 1200 · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy
[temporary1's solution](#)

179.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[temporary1's solution](#)

180.

1355A

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

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[temporary1's solution](#)

181.

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math
[temporary1's solution](#)

182.

2135A

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

Quality: 18,330 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[temporary1's solution](#)

183.

2050C

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

Quality: 24,998 global accepts · Rating: 1200 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math
[temporary1's solution](#)

184.

2046A

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

Quality: 16,808 global accepts · Rating: 1200 · first AC: 2025-02-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[temporary1's solution](#)

185.

2062C

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

Quality: 18,387 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[temporary1's solution](#)

186.

1975C

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

Quality: 17,163 global accepts · Rating: 1200 · first AC: 2024-05-25 · last AC: 2024-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy
[temporary1's solution](#)

187.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,818 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
[temporary1's solution](#)

188.

2020B

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

Quality: 21,665 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[temporary1's solution](#)

189.

2005B2

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

Quality: 21,682 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings
[temporary1's solution](#)

190.

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,708 global accepts · Rating: 1200 · first AC: 2024-07-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[temporary1's solution](#)

191.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,410 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[temporary1's solution](#)

192.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[temporary1's solution](#)

193.

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings
[temporary1's solution](#)

194.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,897 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[temporary1's solution](#)

195.

1982B

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 19,753 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory
[temporary1's solution](#)

196.

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2024-06-11 · last AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math
[temporary1's solution](#)

197.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory
[temporary1's solution](#)

198.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: games
[temporary1's solution](#)

199.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,469 global accepts · Rating: 1200 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, math
[temporary1's solution](#)

200.

1497C1

[k-LCM \(easy version\)](#) · [Tutorial](#)

Quality: 29,224 global accepts · Rating: 1200 · first AC: 2023-12-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[temporary1's solution](#)

201.

1140D

[Minimum Triangulation](#) · [Tutorial](#)

Quality: 13,167 global accepts · Rating: 1200 · first AC: 2023-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[temporary1's solution](#)

202.

208D

[Prizes, Prizes, more Prizes](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1200 · first AC: 2023-10-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[temporary1's solution](#)

203.

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,200 global accepts · Rating: 1300 · first AC: 2026-04-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, shortest paths

[temporary1's solution](#)

204.

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,420 global accepts · Rating: 1300 · first AC: 2026-04-08 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[temporary1's solution](#)

205.

2211C1

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

Quality: 9,101 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, two pointers

[temporary1's solution](#)

206.

924A

[Mystical Mosaic](#) · [Tutorial](#)

Quality: 5,216 global accepts · Rating: 1300 · first AC: 2026-03-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[temporary1's solution](#)

207.

2129A

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

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2026-03-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[temporary1's solution](#)

208.

2201A1

[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,048 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[temporary1's solution](#)

209.

2152B

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

Quality: 12,852 global accepts · Rating: 1300 · first AC: 2026-02-10 · C++17 (GCC 7-32) (first AC) · Tags: games

[temporary1's solution](#)

210.

2189C1

[XOR Convenience \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,895 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[temporary1's solution](#)

211.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,717 global accepts · Rating: 1300 · first AC: 2026-01-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[temporary1's solution](#)

212.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 42,994 global accepts · Rating: 1300 · first AC: 2026-01-09 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[temporary1's solution](#)

213.

1736C1

[Good Subarrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,528 global accepts · Rating: 1300 · first AC: 2025-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, schedules, two pointers
[temporary1's solution](#)

214.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,427 global accepts · Rating: 1300 · first AC: 2025-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[temporary1's solution](#)

215.

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[temporary1's solution](#)

216.

2031C

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

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[temporary1's solution](#)

217.

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,069 global accepts · Rating: 1300 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, number theory
[temporary1's solution](#)

218.

2050D

[Digital string maximization](#) · [Tutorial](#)

Quality: 18,977 global accepts · Rating: 1300 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings
[temporary1's solution](#)

219.

2073L

[Boarding Queue](#) · [Tutorial](#)

Quality: 1,779 global accepts · Rating: 1300 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[temporary1's solution](#)

220.

2059B

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

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[temporary1's solution](#)

221.

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,987 global accepts · Rating: 1300 · first AC: 2025-01-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, matrices
[temporary1's solution](#)

222.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,502 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[temporary1's solution](#)

223.

2023A

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

Quality: 16,567 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[temporary1's solution](#)

224.

2021C1

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

Quality: 14,122 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[temporary1's solution](#)

225.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[temporary1's solution](#)

226.

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,294 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[temporary1's solution](#)

227.

1978C

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

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[temporary1's solution](#)

228.

1984C1

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

Quality: 20,151 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[temporary1's solution](#)

229.

1980C

[Sofia and the Lost Operations](#) · [Tutorial](#)

Quality: 21,702 global accepts · Rating: 1300 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[temporary1's solution](#)

230.

1981B

[Turtle and an Infinite Sequence](#) · [Tutorial](#)

Quality: 16,429 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[temporary1's solution](#)

231.

1846E1

[Rudolf and Snowflakes \(simple version\)](#) · [Tutorial](#)

Quality: 25,204 global accepts · Rating: 1300 · first AC: 2024-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[temporary1's solution](#)

232.

1973B

[Cat, Fox and the Lonely Array](#) · [Tutorial](#)

Quality: 16,827 global accepts · Rating: 1300 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[temporary1's solution](#)

233.

545D

[Queue](#) · [Tutorial](#)

Quality: 29,509 global accepts · Rating: 1300 · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[temporary1's solution](#)

234.

158D

[Ice Sculptures](#) · [Tutorial](#)

Quality: 6,492 global accepts · Rating: 1300 · first AC: 2023-11-08 · last AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, number theory

[temporary1's solution](#)

235.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,250 global accepts · Rating: 1300 · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[temporary1's solution](#)

236.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,598 global accepts · Rating: 1300 · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[temporary1's solution](#)

237.

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,098 global accepts · Rating: 1300 · first AC: 2023-11-08 · last AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[temporary1's solution](#)

238.

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1300 · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[temporary1's solution](#)

239.

1165C

[Good String](#) · [Tutorial](#)

Quality: 14,398 global accepts · Rating: 1300 · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[temporary1's solution](#)

240.

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,667 global accepts · Rating: 1300 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[temporary1's solution](#)

241.

1030C

[Vasya and Golden Ticket](#) · [Tutorial](#)

Quality: 9,925 global accepts · Rating: 1300 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[temporary1's solution](#)

242.

519C

[A and B and Team Training](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1300 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[temporary1's solution](#)

243.

1328B

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

Quality: 32,043 global accepts · Rating: 1300 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[temporary1's solution](#)

244.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[temporary1's solution](#)

245.

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,359 global accepts · Rating: 1300 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[temporary1's solution](#)

246.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,826 global accepts · Rating: 1300 · first AC: 2023-11-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[temporary1's solution](#)

247.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,415 global accepts · Rating: 1300 · first AC: 2023-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[temporary1's solution](#)

248.

1265B

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

Quality: 13,524 global accepts · Rating: 1300 · first AC: 2023-11-06 · last AC: 2023-11-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[temporary1's solution](#)

249.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,898 global accepts · Rating: 1300 · first AC: 2023-11-06 · last AC: 2023-11-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[temporary1's solution](#)

250.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,773 global accepts · Rating: 1300 · first AC: 2023-11-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers

[temporary1's solution](#)

251.

1220B

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

Quality: 12,135 global accepts · Rating: 1300 · first AC: 2023-11-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[temporary1's solution](#)

252.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2023-11-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[temporary1's solution](#)

253.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,675 global accepts · Rating: 1300 · first AC: 2023-11-06 · last AC: 2023-11-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[temporary1's solution](#)

254.

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,637 global accepts · Rating: 1300 · first AC: 2023-11-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[temporary1's solution](#)

255.

1096B

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

Quality: 11,683 global accepts · Rating: 1300 · first AC: 2023-11-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, strings
[temporary1's solution](#)

256.

1065B

[Vasya and Isolated Vertices](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2023-11-06 · last AC: 2023-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
[temporary1's solution](#)

257.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,877 global accepts · Rating: 1300 · first AC: 2023-11-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[temporary1's solution](#)

258.

1004B

[Sonya and Exhibition](#) · [Tutorial](#)

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2023-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[temporary1's solution](#)

259.

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1300 · first AC: 2023-11-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, number theory
[temporary1's solution](#)

260.

862B

[Mahmoud and Ehab and the bipartiteness](#) · [Tutorial](#)

Quality: 25,644 global accepts · Rating: 1300 · first AC: 2023-11-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
[temporary1's solution](#)

261.

750B

[New Year and North Pole](#) · [Tutorial](#)

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2023-11-06 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation
[temporary1's solution](#)

262.

716B

[Complete the Word](#) · [Tutorial](#)

Quality: 13,003 global accepts · Rating: 1300 · first AC: 2023-11-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[temporary1's solution](#)

263.

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2023-11-06 · C++17 (GCC 7-32) (first AC) · Tags: graphs
[temporary1's solution](#)

264.

617B

[Chocolate](#) · [Tutorial](#)

Quality: 20,015 global accepts · Rating: 1300 · first AC: 2023-11-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics
[temporary1's solution](#)

265.

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,160 global accepts · Rating: 1300 · first AC: 2023-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers
[temporary1's solution](#)

266.

598B

[Queries on a String](#) · [Tutorial](#)

Quality: 12,199 global accepts · Rating: 1300 · first AC: 2023-11-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[temporary1's solution](#)

267.

588B

[Duff in Love](#) · [Tutorial](#)

Quality: 14,992 global accepts · Rating: 1300 · first AC: 2023-11-06 · C++17 (GCC 7-32) (first AC) · Tags: math
[temporary1's solution](#)

268.

570B

[Simple Game](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 1300 · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math
[temporary1's solution](#)

269.

558B

[Amr and The Large Array](#) · [Tutorial](#)

Quality: 8,359 global accepts · Rating: 1300 · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[temporary1's solution](#)

270.

476B

[Dreamoon and WiFi](#) · [Tutorial](#)

Quality: 37,019 global accepts · Rating: 1300 · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities
[temporary1's solution](#)

271.

459B

[Pashmak and Flowers](#) · [Tutorial](#)

Quality: 47,484 global accepts · Rating: 1300 · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, sortings
[temporary1's solution](#)

272.

291B

[Command Line Arguments](#) · [Tutorial](#)

Quality: 3,087 global accepts · Rating: 1300 · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, strings
[temporary1's solution](#)

273.

271B

[Prime Matrix](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1300 · first AC: 2023-11-05 · last AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[temporary1's solution](#)

274.

1063A

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

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[temporary1's solution](#)

275.

1029A

[Many Equal Substrings](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[temporary1's solution](#)

276.

1007A

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

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers

[temporary1's solution](#)

277.

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[temporary1's solution](#)

278.

922A

[Cloning Toys](#) · [Tutorial](#)

Quality: 12,603 global accepts · Rating: 1300 · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[temporary1's solution](#)

279.

740A

[Alyona and copybooks](#) · [Tutorial](#)

Quality: 9,168 global accepts · Rating: 1300 · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[temporary1's solution](#)

280.

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[temporary1's solution](#)

281.

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,342 global accepts · Rating: 1300 · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, two pointers

[temporary1's solution](#)

282.

220A

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

Quality: 13,117 global accepts · Rating: 1300 · first AC: 2023-11-05 · last AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[temporary1's solution](#)

283.

1216D

[Swords](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1300 · first AC: 2023-10-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[temporary1's solution](#)

284.

934A

[A Compatible Pair](#) · [Tutorial](#)

Quality: 7,601 global accepts · Rating: 1400 · first AC: 2026-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games

[temporary1's solution](#)

285.

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1400 · first AC: 2026-03-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[temporary1's solution](#)

286.

1762C

[Binary Strings are Fun](#) · [Tutorial](#)

Quality: 10,165 global accepts · Rating: 1400 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[temporary1's solution](#)

287.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2026-03-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[temporary1's solution](#)

288.

2009D

[Satyam and Counting](#) · [Tutorial](#)

Quality: 18,774 global accepts · Rating: 1400 · first AC: 2024-09-03 · last AC: 2026-03-01 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[temporary1's solution](#)

289.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,217 global accepts · Rating: 1400 · first AC: 2026-02-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[temporary1's solution](#)

290.

2190B1

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

Quality: 10,671 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[temporary1's solution](#)

291.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,827 global accepts · Rating: 1400 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[temporary1's solution](#)

292.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,698 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[temporary1's solution](#)

293.

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,903 global accepts · Rating: 1400 · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers
[temporary1's solution](#)

294.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings
[temporary1's solution](#)

295.

2084C

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

Quality: 11,710 global accepts · Rating: 1400 · first AC: 2025-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[temporary1's solution](#)

296.

2066A

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

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation, interactive
[temporary1's solution](#)

297.

2028B

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

Quality: 13,289 global accepts · Rating: 1400 · first AC: 2025-02-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math
[temporary1's solution](#)

298.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,243 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers
[temporary1's solution](#)

299.

2034C

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

Quality: 9,138 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation
[temporary1's solution](#)

300.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,173 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings, two pointers
[temporary1's solution](#)

301.

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[temporary1's solution](#)

302.

2020C

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

Quality: 18,297 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search
[temporary1's solution](#)

303.

2014D

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

Quality: 15,973 global accepts · Rating: 1400 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[temporary1's solution](#)

304.

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings

[temporary1's solution](#)

305.

2009E

[Klee's SUPER DUPER LARGE Array!!!](#) · [Tutorial](#)

Quality: 17,664 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, ternary search

[temporary1's solution](#)

306.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,665 global accepts · Rating: 1400 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[temporary1's solution](#)

307.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,178 global accepts · Rating: 1400 · first AC: 2024-08-04 · last AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[temporary1's solution](#)

308.

2010C1

[Message Transmission Error \(easy version\)](#) · [Tutorial](#)

Quality: 9,244 global accepts · Rating: 1400 · first AC: 2024-08-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[temporary1's solution](#)

309.

1983C

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

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation

[temporary1's solution](#)

310.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[temporary1's solution](#)

311.

1986D

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

Quality: 17,962 global accepts · Rating: 1400 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[temporary1's solution](#)

312.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,376 global accepts · Rating: 1400 · first AC: 2024-06-06 · last AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[temporary1's solution](#)

313.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,794 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[temporary1's solution](#)

314.

1974C

[Beautiful Triple Pairs](#) · [Tutorial](#)

Quality: 19,039 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures

[temporary1's solution](#)

315.

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,678 global accepts · Rating: 1400 · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[temporary1's solution](#)

316.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,492 global accepts · Rating: 1400 · first AC: 2023-11-22 · last AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[temporary1's solution](#)

317.

1609C

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

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[temporary1's solution](#)

318.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings, two pointers

[temporary1's solution](#)

319.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,710 global accepts · Rating: 1400 · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[temporary1's solution](#)

320.

1494B

[Berland Crossword](#) · [Tutorial](#)

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[temporary1's solution](#)

321.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,293 global accepts · Rating: 1400 · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[temporary1's solution](#)

322.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[temporary1's solution](#)

323.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,089 global accepts · Rating: 1400 · first AC: 2023-11-08 · last AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[temporary1's solution](#)

324.

1462D

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

Quality: 18,136 global accepts · Rating: 1400 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[temporary1's solution](#)

325.

1375C

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

Quality: 22,949 global accepts · Rating: 1400 · first AC: 2023-11-21 · last AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[temporary1's solution](#)

326.

1374D

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

Quality: 31,084 global accepts · Rating: 1400 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings, two pointers

[temporary1's solution](#)

327.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,103 global accepts · Rating: 1400 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[temporary1's solution](#)

328.

1348B

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

Quality: 27,485 global accepts · Rating: 1400 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[temporary1's solution](#)

329.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,121 global accepts · Rating: 1400 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[temporary1's solution](#)

330.

1365C

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

Quality: 24,980 global accepts · Rating: 1400 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[temporary1's solution](#)

331.

1559D1

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

Quality: 16,027 global accepts · Rating: 1400 · first AC: 2023-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[temporary1's solution](#)

332.

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-11-20 · last AC: 2023-11-20 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[temporary1's solution](#)

333.

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2023-11-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[temporary1's solution](#)

334.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,139 global accepts · Rating: 1400 · first AC: 2023-11-20 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory
[temporary1's solution](#)

335.

1629C

[Meximum Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers
[temporary1's solution](#)

336.

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,994 global accepts · Rating: 1400 · first AC: 2023-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
[temporary1's solution](#)

337.

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,422 global accepts · Rating: 1400 · first AC: 2023-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy
[temporary1's solution](#)

338.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory
[temporary1's solution](#)

339.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees
[temporary1's solution](#)

340.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,460 global accepts · Rating: 1400 · first AC: 2023-11-18 · last AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings
[temporary1's solution](#)

341.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,202 global accepts · Rating: 1400 · first AC: 2023-11-17 · last AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math
[temporary1's solution](#)

342.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,724 global accepts · Rating: 1400 · first AC: 2023-11-17 · last AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers
[temporary1's solution](#)

343.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,167 global accepts · Rating: 1400 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[temporary1's solution](#)

344.

1515C

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

Quality: 18,750 global accepts · Rating: 1400 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[temporary1's solution](#)

345.

1624D

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

Quality: 19,079 global accepts · Rating: 1400 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, strings

[temporary1's solution](#)

346.

1551B2

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

Quality: 16,663 global accepts · Rating: 1400 · first AC: 2023-11-16 · last AC: 2023-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[temporary1's solution](#)

347.

1506D

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

Quality: 25,533 global accepts · Rating: 1400 · first AC: 2023-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[temporary1's solution](#)

348.

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,607 global accepts · Rating: 1400 · first AC: 2023-11-16 · last AC: 2023-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[temporary1's solution](#)

349.

1605C

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

Quality: 18,854 global accepts · Rating: 1400 · first AC: 2023-11-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, strings

[temporary1's solution](#)

350.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,731 global accepts · Rating: 1400 · first AC: 2023-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[temporary1's solution](#)

351.

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,524 global accepts · Rating: 1400 · first AC: 2023-11-16 · last AC: 2023-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, sortings

[temporary1's solution](#)

352.

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,985 global accepts · Rating: 1400 · first AC: 2023-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[temporary1's solution](#)

353.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2023-11-16 · last AC: 2023-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[temporary1's solution](#)

354.

1263C

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

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2023-11-16 · last AC: 2023-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[temporary1's solution](#)

355.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2023-11-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[temporary1's solution](#)

356.

1167C

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

Quality: 25,997 global accepts · Rating: 1400 · first AC: 2023-11-15 · last AC: 2023-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[temporary1's solution](#)

357.

1154C

[Gourmet Cat](#) · [Tutorial](#)

Quality: 11,539 global accepts · Rating: 1400 · first AC: 2023-11-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[temporary1's solution](#)

358.

1091C

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

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2023-11-14 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[temporary1's solution](#)

359.

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2023-11-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[temporary1's solution](#)

360.

581C

[Developing Skills](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1400 · first AC: 2023-11-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, sortings

[temporary1's solution](#)

361.

159C

[String Manipulation 1.0](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 1400 · first AC: 2023-11-13 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search, brute force, data structures, strings

[temporary1's solution](#)

362.

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2023-11-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[temporary1's solution](#)

363.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2023-11-12 · last AC: 2023-11-12 · C++17 (GCC 7-32) (first AC) · Tags: math
[temporary1's solution](#)

364.

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2023-11-12 · last AC: 2023-11-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings
[temporary1's solution](#)

365.

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2023-11-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[temporary1's solution](#)

366.

1256B

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

Quality: 13,682 global accepts · Rating: 1400 · first AC: 2023-11-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[temporary1's solution](#)

367.

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,705 global accepts · Rating: 1400 · first AC: 2023-11-11 · last AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[temporary1's solution](#)

368.

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2023-11-11 · last AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[temporary1's solution](#)

369.

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[temporary1's solution](#)

370.

1215B

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

Quality: 18,347 global accepts · Rating: 1400 · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation
[temporary1's solution](#)

371.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,584 global accepts · Rating: 1400 · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[temporary1's solution](#)

372.

1009B

[Minimum Ternary String](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[temporary1's solution](#)

373.

804B

[Minimum number of steps](#) · [Tutorial](#)

Quality: 10,162 global accepts · Rating: 1400 · first AC: 2023-11-11 · last AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics,

greedy, implementation, math

[temporary1's solution](#)

374.

719B

[Anatoly and Cockroaches](#) · [Tutorial](#)

Quality: 8,816 global accepts · Rating: 1400 · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[temporary1's solution](#)

375.

711B

[Chris and Magic Square](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1400 · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[temporary1's solution](#)

376.

710B

[Optimal Point on a Line](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[temporary1's solution](#)

377.

699B

[One Bomb](#) · [Tutorial](#)

Quality: 7,949 global accepts · Rating: 1400 · first AC: 2023-11-11 · last AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[temporary1's solution](#)

378.

677B

[Vanya and Food Processor](#) · [Tutorial](#)

Quality: 7,920 global accepts · Rating: 1400 · first AC: 2023-11-11 · last AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[temporary1's solution](#)

379.

675B

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

Quality: 7,733 global accepts · Rating: 1400 · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[temporary1's solution](#)

380.

550B

[Preparing Olympiad](#) · [Tutorial](#)

Quality: 27,443 global accepts · Rating: 1400 · first AC: 2023-11-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[temporary1's solution](#)

381.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,332 global accepts · Rating: 1400 · first AC: 2023-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[temporary1's solution](#)

382.

525B

[Pasha and String](#) · [Tutorial](#)

Quality: 10,222 global accepts · Rating: 1400 · first AC: 2023-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings

[temporary1's solution](#)

383.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,173 global accepts · Rating: 1400 · first AC: 2023-11-09 · last AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar,

graphs, greedy, implementation, math, shortest paths

[temporary1's solution](#)

384.

505B

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

Quality: 14,980 global accepts · Rating: 1400 · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs

[temporary1's solution](#)

385.

448B

[Suffix Structures](#) · [Tutorial](#)

Quality: 17,314 global accepts · Rating: 1400 · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[temporary1's solution](#)

386.

445B

[DZY Loves Chemistry](#) · [Tutorial](#)

Quality: 14,758 global accepts · Rating: 1400 · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy

[temporary1's solution](#)

387.

414B

[Mashmokh and ACM](#) · [Tutorial](#)

Quality: 29,177 global accepts · Rating: 1400 · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory

[temporary1's solution](#)

388.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1400 · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[temporary1's solution](#)

389.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

[temporary1's solution](#)

390.

1190A

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[temporary1's solution](#)

391.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1400 · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[temporary1's solution](#)

392.

713A

[Sonya and Queries](#) · [Tutorial](#)

Quality: 8,865 global accepts · Rating: 1400 · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[temporary1's solution](#)

393.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,941 global accepts · Rating: 1400 · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: dp

[temporary1's solution](#)

394.

679A

[Bear and Prime 100](#) · [Tutorial](#)

Quality: 15,448 global accepts · Rating: 1400 · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[temporary1's solution](#)

395.

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,636 global accepts · Rating: 1400 · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, math

[temporary1's solution](#)

396.

388A

[Fox and Box Accumulation](#) · [Tutorial](#)

Quality: 11,939 global accepts · Rating: 1400 · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[temporary1's solution](#)

397.

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,004 global accepts · Rating: 1400 · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[temporary1's solution](#)

398.

277A

[Learning Languages](#) · [Tutorial](#)

Quality: 21,578 global accepts · Rating: 1400 · first AC: 2023-11-08 · last AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu

[temporary1's solution](#)

399.

260A

[Adding Digits](#) · [Tutorial](#)

Quality: 16,583 global accepts · Rating: 1400 · first AC: 2023-11-08 · last AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[temporary1's solution](#)

400.

1183D

[Candy Box \(easy version\)](#) · [Tutorial](#)

Quality: 20,416 global accepts · Rating: 1400 · first AC: 2023-10-23 · last AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[temporary1's solution](#)

401.

1144D

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

Quality: 10,838 global accepts · Rating: 1400 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[temporary1's solution](#)

402.

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,487 global accepts · Rating: 1400 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[temporary1's solution](#)

403.

958D1

[Hyperspace Jump \(easy\)](#) · [Tutorial](#)

Quality: 2,233 global accepts · Rating: 1400 · first AC: 2023-10-07 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, math

[temporary1's solution](#)

404.

182D

[Common Divisors](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1400 · first AC: 2023-10-07 · last AC: 2023-10-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, math, strings

[temporary1's solution](#)

405.

960B

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

Quality: 12,393 global accepts · Rating: 1500 · first AC: 2026-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[temporary1's solution](#)

406.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,021 global accepts · Rating: 1500 · first AC: 2026-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[temporary1's solution](#)

407.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[temporary1's solution](#)

408.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2026-01-25 · PyPy 3-64 (first AC) · Tags: greedy

[temporary1's solution](#)

409.

2003D1

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

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2026-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[temporary1's solution](#)

410.

2183D1

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

Quality: 8,851 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[temporary1's solution](#)

411.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[temporary1's solution](#)

412.

2115A

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

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[temporary1's solution](#)

413.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,569 global accepts · Rating: 1500 · first AC: 2025-08-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[temporary1's solution](#)

414.

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,499 global accepts · Rating: 1500 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[temporary1's solution](#)

415.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,628 global accepts · Rating: 1500 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[temporary1's solution](#)

416.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,677 global accepts · Rating: 1500 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[temporary1's solution](#)

417.

2008E

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

Quality: 13,224 global accepts · Rating: 1500 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings

[temporary1's solution](#)

418.

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,014 global accepts · Rating: 1500 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[temporary1's solution](#)

419.

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,335 global accepts · Rating: 1500 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings

[temporary1's solution](#)

420.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,197 global accepts · Rating: 1500 · first AC: 2023-12-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

[temporary1's solution](#)

421.

1366C

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

Quality: 14,260 global accepts · Rating: 1500 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[temporary1's solution](#)

422.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2023-12-09 · last AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[temporary1's solution](#)

423.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,639 global accepts · Rating: 1500 · first AC: 2023-12-09 · last AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, strings

[temporary1's solution](#)

424.

1466D

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

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees

[temporary1's solution](#)

425.

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,466 global accepts · Rating: 1500 · first AC: 2023-12-08 · last AC: 2023-12-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, sortings

[temporary1's solution](#)

426.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2023-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[temporary1's solution](#)

427.

1418C

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

Quality: 28,127 global accepts · Rating: 1500 · first AC: 2023-12-07 · last AC: 2023-12-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[temporary1's solution](#)

428.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,857 global accepts · Rating: 1500 · first AC: 2023-12-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[temporary1's solution](#)

429.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,015 global accepts · Rating: 1500 · first AC: 2023-12-07 · last AC: 2023-12-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers

[temporary1's solution](#)

430.

1391C

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

Quality: 16,027 global accepts · Rating: 1500 · first AC: 2023-12-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math

[temporary1's solution](#)

431.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,455 global accepts · Rating: 1500 · first AC: 2023-12-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[temporary1's solution](#)

432.

1419D2

[Sage's Birthday \(hard version\)](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2023-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[temporary1's solution](#)

433.

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,600 global accepts · Rating: 1500 · first AC: 2023-12-06 · last AC: 2023-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[temporary1's solution](#)

434.

1400C

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

Quality: 18,503 global accepts · Rating: 1500 · first AC: 2023-12-06 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[temporary1's solution](#)

435.

1611D

[Weights Assignment For Tree Edges](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2023-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees
[temporary1's solution](#)

436.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2023-12-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[temporary1's solution](#)

437.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1500 · first AC: 2023-12-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[temporary1's solution](#)

438.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[temporary1's solution](#)

439.

1462E1

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

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

[temporary1's solution](#)

440.

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[temporary1's solution](#)

441.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2023-12-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[temporary1's solution](#)

442.

1372C

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

Quality: 19,091 global accepts · Rating: 1500 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[temporary1's solution](#)

443.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,352 global accepts · Rating: 1500 · first AC: 2023-12-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[temporary1's solution](#)

444.

1399D

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

Quality: 19,901 global accepts · Rating: 1500 · first AC: 2023-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[temporary1's solution](#)

445.

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2023-11-30 · last AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[temporary1's solution](#)

446.

1506E

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

Quality: 14,194 global accepts · Rating: 1500 · first AC: 2023-11-29 · last AC: 2023-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[temporary1's solution](#)

447.

1614C

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

Quality: 11,313 global accepts · Rating: 1500 · first AC: 2023-11-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math
[temporary1's solution](#)

448.

1499C

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

Quality: 13,419 global accepts · Rating: 1500 · first AC: 2023-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math
[temporary1's solution](#)

449.

1515D

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

Quality: 12,820 global accepts · Rating: 1500 · first AC: 2023-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
[temporary1's solution](#)

450.

1490F

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

Quality: 18,381 global accepts · Rating: 1500 · first AC: 2023-11-28 · last AC: 2023-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings
[temporary1's solution](#)

451.

1546C

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-11-28 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[temporary1's solution](#)

452.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,965 global accepts · Rating: 1500 · first AC: 2023-11-28 · last AC: 2023-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dp
[temporary1's solution](#)

453.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,564 global accepts · Rating: 1500 · first AC: 2023-11-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, two pointers
[temporary1's solution](#)

454.

1368B

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

Quality: 21,426 global accepts · Rating: 1500 · first AC: 2023-11-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
[temporary1's solution](#)

455.

1631C

[And Matching](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-11-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[temporary1's solution](#)

456.

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,479 global accepts · Rating: 1500 · first AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[temporary1's solution](#)

457.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 1500 · first AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[temporary1's solution](#)

458.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,309 global accepts · Rating: 1500 · first AC: 2023-11-26 · last AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[temporary1's solution](#)

459.

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[temporary1's solution](#)

460.

1551C

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

Quality: 14,541 global accepts · Rating: 1500 · first AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, strings

[temporary1's solution](#)

461.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,373 global accepts · Rating: 1500 · first AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[temporary1's solution](#)

462.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,119 global accepts · Rating: 1500 · first AC: 2023-11-26 · last AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, hashing, number theory

[temporary1's solution](#)

463.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, two pointers

[temporary1's solution](#)

464.

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2023-11-25 · last AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation, math

[temporary1's solution](#)

465.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2023-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[temporary1's solution](#)

466.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,533 global accepts · Rating: 1500 · first AC: 2023-11-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[temporary1's solution](#)

467.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2023-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[temporary1's solution](#)

468.

1538F

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

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory

[temporary1's solution](#)

469.

1526C1

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

Quality: 27,187 global accepts · Rating: 1500 · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[temporary1's solution](#)

470.

1542B

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

Quality: 26,536 global accepts · Rating: 1500 · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[temporary1's solution](#)

471.

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,387 global accepts · Rating: 1500 · first AC: 2023-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[temporary1's solution](#)

472.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,688 global accepts · Rating: 1500 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dp

[temporary1's solution](#)

473.

2184D

[Unfair Game](#) · [Tutorial](#)

Quality: 9,497 global accepts · Rating: 1600 · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[temporary1's solution](#)

474.

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1600 · first AC: 2026-04-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[temporary1's solution](#)

475.

2207C

[Where's My Water? · Tutorial](#)

Quality: 5,444 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, math

[temporary1's solution](#)

476.

2207B

[One Night At Freddy's · Tutorial](#)

Quality: 5,804 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[temporary1's solution](#)

477.

2157D

[Billion Players Game · Tutorial](#)

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2026-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[temporary1's solution](#)

478.

2129B

[Stay or Mirror · Tutorial](#)

Quality: 13,261 global accepts · Rating: 1600 · first AC: 2026-03-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[temporary1's solution](#)

479.

1504C

[Balance the Bits · Tutorial](#)

Rating: 1600 · first AC: 2026-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[temporary1's solution](#)

480.

2196B

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

Quality: 8,578 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, two pointers

[temporary1's solution](#)

481.

178B2

[Greedy Merchants · Tutorial](#)

Quality: 770 global accepts · Rating: 1600 · first AC: 2026-01-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[temporary1's solution](#)

482.

178B1

[Greedy Merchants · Tutorial](#)

Quality: 865 global accepts · Rating: 1600 · first AC: 2026-01-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[temporary1's solution](#)

483.

125C

[Hobbits' Party · Tutorial](#)

Quality: 1,088 global accepts · Rating: 1600 · first AC: 2026-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[temporary1's solution](#)

484.

1321C

[Remove Adjacent · Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2025-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[temporary1's solution](#)

485.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,536 global accepts · Rating: 1600 · first AC: 2025-12-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[temporary1's solution](#)

486.

1753B

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

Quality: 14,994 global accepts · Rating: 1600 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[temporary1's solution](#)

487.

2167G

[Mukhammadali and the Smooth Array](#) · [Tutorial](#)

Quality: 11,014 global accepts · Rating: 1600 · first AC: 2025-11-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[temporary1's solution](#)

488.

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1600 · first AC: 2025-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, trees

[temporary1's solution](#)

489.

2167E

[khba Loves to Sleep!](#) · [Tutorial](#)

Quality: 9,067 global accepts · Rating: 1600 · first AC: 2025-11-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, geometry, greedy, implementation

[temporary1's solution](#)

490.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,552 global accepts · Rating: 1600 · first AC: 2025-09-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[temporary1's solution](#)

491.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,197 global accepts · Rating: 1600 · first AC: 2025-08-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[temporary1's solution](#)

492.

2084D

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

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[temporary1's solution](#)

493.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,444 global accepts · Rating: 1600 · first AC: 2025-08-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[temporary1's solution](#)

494.

2046B

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

Quality: 10,867 global accepts · Rating: 1600 · first AC: 2025-02-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[temporary1's solution](#)

495.

2028C

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496.

2059C

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497.

2036E

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498.

1806C

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499.

1658D1

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500.

1459C

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501.

1941E

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502.

2034D

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503.

2018A

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504.

1994C

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505.

1978D

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506.

1985G

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507.

1980E

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Quality: 13,004 global accepts · Rating: 1600 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

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508.

1976C

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509.

1971F

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Quality: 12,466 global accepts · Rating: 1600 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[temporary1's solution](#)

510.

1526C2

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511.

1398C

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Quality: 36,596 global accepts · Rating: 1600 · first AC: 2023-12-25 · last AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

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512.

1714D

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513.

1795D

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514.

1774D

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Quality: 9,223 global accepts · Rating: 1600 · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

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515.

1689C

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Quality: 13,472 global accepts · Rating: 1600 · first AC: 2024-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

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516.

1849C

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Quality: 12,531 global accepts · Rating: 1600 · first AC: 2024-02-11 · last AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

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517.

1856C

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518.

1843E

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519.

1833E

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1829G

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521.

1775C

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Quality: 14,208 global accepts · Rating: 1600 · first AC: 2024-02-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

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522.

1703G

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Quality: 12,743 global accepts · Rating: 1600 · first AC: 2024-02-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

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523.

1741E

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Quality: 17,795 global accepts · Rating: 1600 · first AC: 2024-02-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

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1722E

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Quality: 13,366 global accepts · Rating: 1600 · first AC: 2024-01-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp,

implementation

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1857F

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1702E

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527.

1730B

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Quality: 17,259 global accepts · Rating: 1600 · first AC: 2024-01-08 · last AC: 2024-01-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

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528.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,006 global accepts · Rating: 1600 · first AC: 2024-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[temporary1's solution](#)

529.

1798D

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

Quality: 14,075 global accepts · Rating: 1600 · first AC: 2024-01-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[temporary1's solution](#)

530.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,388 global accepts · Rating: 1600 · first AC: 2024-01-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

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531.

1796C

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Quality: 12,174 global accepts · Rating: 1600 · first AC: 2024-01-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

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1766D

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533.

1822E

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534.

1771C

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535.

1604D

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536.

1353D

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537.

1481C

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538.

1523C

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539.

1520F1

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540.

1352G

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Quality: 24,799 global accepts · Rating: 1600 · first AC: 2023-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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541.

1593E

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Quality: 14,728 global accepts · Rating: 1600 · first AC: 2023-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

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542.

1475E

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Quality: 17,669 global accepts · Rating: 1600 · first AC: 2023-12-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

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543.

1530D

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Quality: 10,097 global accepts · Rating: 1600 · first AC: 2023-12-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

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544.

1363C

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Quality: 21,074 global accepts · Rating: 1600 · first AC: 2023-12-27 · C++17 (GCC 7-32) (first AC) · Tags: games, trees

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545.

1389B

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546.

1511D

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547.

1610C

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Quality: 15,620 global accepts · Rating: 1600 · first AC: 2023-12-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
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548.

1582D

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549.

1513C

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550.

1633D

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Quality: 18,692 global accepts · Rating: 1600 · first AC: 2023-12-25 · last AC: 2023-12-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
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551.

1539D

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552.

1555D

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553.

1567C

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554.

1623C

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Quality: 14,313 global accepts · Rating: 1600 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
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555.

1514C

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Quality: 18,286 global accepts · Rating: 1600 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory
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556.

1519D

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Quality: 17,631 global accepts · Rating: 1600 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers
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557.

1527C

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558.

1622C

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559.

1632C

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560.

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

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561.

1497C2

[k-LCM \(hard version\)](#) · [Tutorial](#)

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2023-12-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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562.

1542C

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Quality: 16,181 global accepts · Rating: 1600 · first AC: 2023-12-10 · last AC: 2023-12-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
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563.

2215A

[Interval Mod](#) · [Tutorial](#)

Quality: 2,483 global accepts · Rating: 1700 · first AC: 2026-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math
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564.

1826D

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Quality: 14,948 global accepts · Rating: 1700 · first AC: 2024-02-15 · last AC: 2026-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

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565.

2201B

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566.

2201A2

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567.

2152D

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568.

1765D

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569.

2163B

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Quality: 9,130 global accepts · Rating: 1700 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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570.

2178D

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571.

1995B2

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572.

2110D

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Quality: 8,606 global accepts · Rating: 1700 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

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573.

1239A

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Quality: 7,790 global accepts · Rating: 1700 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

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574.

1684D

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Quality: 10,753 global accepts · Rating: 1700 · first AC: 2025-11-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

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575.

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math
[temporary1's solution](#)

576.

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,759 global accepts · Rating: 1700 · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
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577.

1368D

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578.

689C

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579.

2109C2

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

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, number theory
[temporary1's solution](#)

580.

1594D

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

Quality: 9,396 global accepts · Rating: 1700 · first AC: 2025-09-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs
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581.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,339 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math
[temporary1's solution](#)

582.

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,676 global accepts · Rating: 1700 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers
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583.

2044G1

[Medium Demon Problem \(easy version\)](#) · [Tutorial](#)

Quality: 7,315 global accepts · Rating: 1700 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees
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584.

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1700 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, number theory

[temporary1's solution](#)

585.

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,325 global accepts · Rating: 1700 · first AC: 2025-02-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

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586.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-20 · last AC: 2025-02-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, shortest paths

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587.

2065F

[Skibidus and Slay](#) · [Tutorial](#)

Quality: 7,093 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

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588.

2027D1

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

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[temporary1's solution](#)

589.

2030D

[QED's Favorite Permutation](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[temporary1's solution](#)

590.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[temporary1's solution](#)

591.

2009F

[Firefly's Queries](#) · [Tutorial](#)

Quality: 8,488 global accepts · Rating: 1700 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, flows, math

[temporary1's solution](#)

592.

2006A

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

Quality: 9,366 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[temporary1's solution](#)

593.

2010C2

[Message Transmission Error \(hard version\)](#) · [Tutorial](#)

Quality: 4,581 global accepts · Rating: 1700 · first AC: 2024-08-28 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings, two pointers

[temporary1's solution](#)

594.

1992E

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Quality: 10,758 global accepts · Rating: 1700 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[temporary1's solution](#)

595.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,048 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[temporary1's solution](#)

596.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,764 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[temporary1's solution](#)

597.

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,862 global accepts · Rating: 1700 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory, sortings

[temporary1's solution](#)

598.

1985H1

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

Quality: 7,260 global accepts · Rating: 1700 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation

[temporary1's solution](#)

599.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[temporary1's solution](#)

600.

339D

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

Quality: 32,547 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[temporary1's solution](#)

601.

977F

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

Quality: 25,128 global accepts · Rating: 1700 · first AC: 2024-05-25 · last AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: dp

[temporary1's solution](#)

602.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[temporary1's solution](#)

603.

1799C

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

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2024-05-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[temporary1's solution](#)

604.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,622 global accepts · Rating: 1700 · first AC: 2024-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[temporary1's solution](#)

605.

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2024-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
[temporary1's solution](#)

606.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math
[temporary1's solution](#)

607.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, number theory, strings
[temporary1's solution](#)

608.

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,716 global accepts · Rating: 1700 · first AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory
[temporary1's solution](#)

609.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,600 global accepts · Rating: 1700 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math
[temporary1's solution](#)

610.

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,014 global accepts · Rating: 1700 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation
[temporary1's solution](#)

611.

1699C

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

Quality: 10,721 global accepts · Rating: 1700 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math
[temporary1's solution](#)

612.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,886 global accepts · Rating: 1700 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers
[temporary1's solution](#)

613.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2024-05-19 · last AC: 2024-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths
[temporary1's solution](#)

614.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,375 global accepts · Rating: 1700 · first AC: 2024-05-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[temporary1's solution](#)

615.

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,319 global accepts · Rating: 1700 · first AC: 2024-05-18 · last AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, implementation

[temporary1's solution](#)

616.

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1700 · first AC: 2024-05-18 · last AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[temporary1's solution](#)

617.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[temporary1's solution](#)

618.

1709D

[Rororobot](#) · [Tutorial](#)

Quality: 10,210 global accepts · Rating: 1700 · first AC: 2024-05-18 · last AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math

[temporary1's solution](#)

619.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,161 global accepts · Rating: 1700 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[temporary1's solution](#)

620.

1973C

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

Quality: 9,850 global accepts · Rating: 1700 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[temporary1's solution](#)

621.

1743D

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

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, probabilities

[temporary1's solution](#)

622.

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2024-05-16 · C++17 (GCC 7-32) (first AC) · Tags: games

[temporary1's solution](#)

623.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2024-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[temporary1's solution](#)

624.

1822F

[Gardening Friends](#) · [Tutorial](#)

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2024-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[temporary1's solution](#)

625.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2024-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[temporary1's solution](#)

626.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,053 global accepts · Rating: 1700 · first AC: 2024-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[temporary1's solution](#)

627.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,499 global accepts · Rating: 1700 · first AC: 2024-05-15 · last AC: 2024-05-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[temporary1's solution](#)

628.

1810D

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

Quality: 8,540 global accepts · Rating: 1700 · first AC: 2024-05-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[temporary1's solution](#)

629.

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2024-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[temporary1's solution](#)

630.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,318 global accepts · Rating: 1700 · first AC: 2024-05-14 · last AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[temporary1's solution](#)

631.

1760G

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

Quality: 10,313 global accepts · Rating: 1700 · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, graphs

[temporary1's solution](#)

632.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,295 global accepts · Rating: 1700 · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[temporary1's solution](#)

633.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,420 global accepts · Rating: 1700 · first AC: 2024-05-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[temporary1's solution](#)

634.

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[temporary1's solution](#)

635.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,798 global accepts · Rating: 1700 · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[temporary1's solution](#)

636.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,563 global accepts · Rating: 1700 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[temporary1's solution](#)

637.

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,486 global accepts · Rating: 1700 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, sortings

[temporary1's solution](#)

638.

1783C

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

Quality: 10,882 global accepts · Rating: 1700 · first AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[temporary1's solution](#)

639.

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,477 global accepts · Rating: 1700 · first AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[temporary1's solution](#)

640.

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,136 global accepts · Rating: 1700 · first AC: 2024-02-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

[temporary1's solution](#)

641.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,134 global accepts · Rating: 1700 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[temporary1's solution](#)

642.

1462E2

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

Quality: 11,366 global accepts · Rating: 1700 · first AC: 2023-12-05 · last AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[temporary1's solution](#)

643.

2184E

[Exquisite Array](#) · [Tutorial](#)

Quality: 5,773 global accepts · Rating: 1800 · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, sortings

[temporary1's solution](#)

644.

2211C2

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

Quality: 3,670 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, greedy
[temporary1's solution](#)

645.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2026-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees
[temporary1's solution](#)

646.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,485 global accepts · Rating: 1800 · first AC: 2026-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers
[temporary1's solution](#)

647.

49D

[Game](#) · [Tutorial](#)

Quality: 2,136 global accepts · Rating: 1800 · first AC: 2026-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation
[temporary1's solution](#)

648.

2196C1

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

Quality: 3,593 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive
[temporary1's solution](#)

649.

178B3

[Greedy Merchants](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 1800 · first AC: 2026-01-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[temporary1's solution](#)

650.

2189C2

[XOR-convenience \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,208 global accepts · Rating: 1800 · first AC: 2026-01-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[temporary1's solution](#)

651.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,760 global accepts · Rating: 1800 · first AC: 2026-01-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, sortings
[temporary1's solution](#)

652.

706D

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

Quality: 12,583 global accepts · Rating: 1800 · first AC: 2025-12-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, trees
[temporary1's solution](#)

653.

926B

[Add Points](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 1800 · first AC: 2025-12-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[temporary1's solution](#)

654.

911D

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

Quality: 5,107 global accepts · Rating: 1800 · first AC: 2025-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[temporary1's solution](#)

655.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1800 · first AC: 2025-12-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[temporary1's solution](#)

656.

1678B2

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

Quality: 7,354 global accepts · Rating: 1800 · first AC: 2025-11-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[temporary1's solution](#)

657.

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[temporary1's solution](#)

658.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1800 · first AC: 2025-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory

[temporary1's solution](#)

659.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,963 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings, two pointers

[temporary1's solution](#)

660.

1156B

[Ugly Pairs](#) · [Tutorial](#)

Quality: 6,575 global accepts · Rating: 1800 · first AC: 2025-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings

[temporary1's solution](#)

661.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[temporary1's solution](#)

662.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[temporary1's solution](#)

663.

2042C

[Competitive Fishing](#) · [Tutorial](#)

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2025-08-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[temporary1's solution](#)

664.

280B

[Maximum Xor Secondary](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2024-12-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, two pointers

[temporary1's solution](#)

665.

1843F1

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

Quality: 6,347 global accepts · Rating: 1800 · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[temporary1's solution](#)

666.

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities, trees

[temporary1's solution](#)

667.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2024-11-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math

[temporary1's solution](#)

668.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[temporary1's solution](#)

669.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[temporary1's solution](#)

670.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,421 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[temporary1's solution](#)

671.

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,725 global accepts · Rating: 1800 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[temporary1's solution](#)

672.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,680 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[temporary1's solution](#)

673.

1930D1

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

Quality: 4,853 global accepts · Rating: 1800 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings

[temporary1's solution](#)

674.

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1800 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, number theory

[temporary1's solution](#)

675.

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[temporary1's solution](#)

676.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2024-07-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[temporary1's solution](#)

677.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[temporary1's solution](#)

678.

482B

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

Quality: 7,728 global accepts · Rating: 1800 · first AC: 2024-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, trees

[temporary1's solution](#)

679.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2024-06-22 · last AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[temporary1's solution](#)

680.

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2024-06-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, ternary search

[temporary1's solution](#)

681.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-06 · last AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[temporary1's solution](#)

682.

1981C

[Turtle and an Incomplete Sequence](#) · [Tutorial](#)

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[temporary1's solution](#)

683.

1732C1

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684.

1861D

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685.

1721D

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Quality: 7,680 global accepts · Rating: 1800 · first AC: 2024-05-31 · last AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

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686.

1709C

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687.

1793D

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688.

1750D

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689.

1851F

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[temporary1's solution](#)

690.

1729E

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691.

1805D

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692.

1728D

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[temporary1's solution](#)

693.

1862F

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[temporary1's solution](#)

694.

1846E2

[Rudolf and Snowflakes \(hard version\)](#) · [Tutorial](#)

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[temporary1's solution](#)

695.

1768D

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

Quality: 9,005 global accepts · Rating: 1800 · first AC: 2024-05-28 · last AC: 2024-05-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[temporary1's solution](#)

696.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,059 global accepts · Rating: 1800 · first AC: 2024-05-27 · last AC: 2024-05-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, strings

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697.

1845D

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Quality: 9,009 global accepts · Rating: 1800 · first AC: 2024-05-27 · last AC: 2024-05-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

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698.

1833G

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[temporary1's solution](#)

699.

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[temporary1's solution](#)

700.

1859D

[Andrey and Escape from Capygrad](#) · [Tutorial](#)

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[temporary1's solution](#)

701.

1809D

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[temporary1's solution](#)

702.

1775D

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Quality: 8,471 global accepts · Rating: 1800 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[temporary1's solution](#)

703.

1974E

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Quality: 11,318 global accepts · Rating: 1800 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[temporary1's solution](#)

704.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1800 · first AC: 2023-12-28 · last AC: 2023-12-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[temporary1's solution](#)

705.

888E

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

Quality: 9,200 global accepts · Rating: 1800 · first AC: 2023-10-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[temporary1's solution](#)

706.

2184G

[Nastiness of Segments](#) · [Tutorial](#)

Quality: 2,964 global accepts · Rating: 1900 · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[temporary1's solution](#)

707.

2184F

[Cherry Tree](#) · [Tutorial](#)

Quality: 3,894 global accepts · Rating: 1900 · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[temporary1's solution](#)

708.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[temporary1's solution](#)

709.

1015E2

[Stars Drawing \(Hard Edition\)](#) · [Tutorial](#)

Quality: 4,038 global accepts · Rating: 1900 · first AC: 2026-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[temporary1's solution](#)

710.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2026-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[temporary1's solution](#)

711.

2129C1

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

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2026-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[temporary1's solution](#)

712.

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,959 global accepts · Rating: 1900 · first AC: 2026-01-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[temporary1's solution](#)

713.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,968 global accepts · Rating: 1900 · first AC: 2026-01-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[temporary1's solution](#)

714.

2190B2

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

Quality: 3,179 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, implementation, strings
[temporary1's solution](#)

715.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,254 global accepts · Rating: 1900 · first AC: 2025-12-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math
[temporary1's solution](#)

716.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory
[temporary1's solution](#)

717.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,168 global accepts · Rating: 1900 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[temporary1's solution](#)

718.

1791G2

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

Quality: 5,994 global accepts · Rating: 1900 · first AC: 2025-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
[temporary1's solution](#)

719.

1707B

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Quality: 6,401 global accepts · Rating: 1900 · first AC: 2025-08-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, sortings
[temporary1's solution](#)

720.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 1900 · first AC: 2025-08-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings, two pointers
[temporary1's solution](#)

721.

2044G2

[Medium Demon Problem \(hard version\)](#) · [Tutorial](#)

Quality: 3,824 global accepts · Rating: 1900 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees
[temporary1's solution](#)

722.

2044F

[Easy Demon Problem](#) · [Tutorial](#)

Quality: 6,043 global accepts · Rating: 1900 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math, number theory
[temporary1's solution](#)

723.

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,381 global accepts · Rating: 1900 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
[temporary1's solution](#)

724.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2025-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[temporary1's solution](#)

725.

2073A

[Control Towers · Tutorial](#)

Quality: 1,243 global accepts · Rating: 1900 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[temporary1's solution](#)

726.

2066B

[White Magic · Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[temporary1's solution](#)

727.

2059D

[Graph and Graph · Tutorial](#)

Quality: 6,564 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[temporary1's solution](#)

728.

2036F

[XORificator 3000 · Tutorial](#)

Quality: 5,263 global accepts · Rating: 1900 · first AC: 2025-01-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, number theory, two pointers

[temporary1's solution](#)

729.

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[temporary1's solution](#)

730.

2026D

[Sums of Segments · Tutorial](#)

Quality: 5,854 global accepts · Rating: 1900 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math

[temporary1's solution](#)

731.

2021C2

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

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[temporary1's solution](#)

732.

1702G1

[Passable Paths \(easy version\) · Tutorial](#)

Quality: 6,341 global accepts · Rating: 1900 · first AC: 2024-10-01 · last AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[temporary1's solution](#)

733.

2018B

[Speedbreaker · Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · last AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search,

data structures, dp, greedy, implementation, two pointers

[temporary1's solution](#)

734.

2014H

[Robin Hood Archery](#) · [Tutorial](#)

Quality: 5,686 global accepts · Rating: 1900 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[temporary1's solution](#)

735.

2013D

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

Quality: 7,470 global accepts · Rating: 1900 · first AC: 2024-09-20 · last AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[temporary1's solution](#)

736.

2009G1

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

Quality: 5,368 global accepts · Rating: 1900 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[temporary1's solution](#)

737.

1183H

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

Quality: 3,641 global accepts · Rating: 1900 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[temporary1's solution](#)

738.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,410 global accepts · Rating: 1900 · first AC: 2024-08-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[temporary1's solution](#)

739.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[temporary1's solution](#)

740.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[temporary1's solution](#)

741.

1800F

[Dasha and Nightmares](#) · [Tutorial](#)

Quality: 4,750 global accepts · Rating: 1900 · first AC: 2024-07-23 · last AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

[temporary1's solution](#)

742.

1928D

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Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[temporary1's solution](#)

743.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,493 global accepts · Rating: 1900 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[temporary1's solution](#)

744.

1932F

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Quality: 5,633 global accepts · Rating: 1900 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings

[temporary1's solution](#)

745.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[temporary1's solution](#)

746.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[temporary1's solution](#)

747.

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[temporary1's solution](#)

748.

1715D

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Quality: 6,085 global accepts · Rating: 1900 · first AC: 2024-07-14 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[temporary1's solution](#)

749.

1927F

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Quality: 5,387 global accepts · Rating: 1900 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[temporary1's solution](#)

750.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation

[temporary1's solution](#)

751.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[temporary1's solution](#)

752.

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[temporary1's solution](#)

753.

1902E

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

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings, trees
[temporary1's solution](#)

754.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,631 global accepts · Rating: 1900 · first AC: 2024-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[temporary1's solution](#)

755.

1929D

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

Quality: 5,758 global accepts · Rating: 1900 · first AC: 2024-07-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees
[temporary1's solution](#)

756.

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math
[temporary1's solution](#)

757.

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1900 · first AC: 2024-07-02 · last AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings
[temporary1's solution](#)

758.

1918D

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

Quality: 6,192 global accepts · Rating: 1900 · first AC: 2024-07-02 · last AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers
[temporary1's solution](#)

759.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1900 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, implementation, math
[temporary1's solution](#)

760.

1945F

[Kirill and Mushrooms](#) · [Tutorial](#)

Quality: 5,103 global accepts · Rating: 1900 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings
[temporary1's solution](#)

761.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-07-02 · last AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation
[temporary1's solution](#)

762.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory
[temporary1's solution](#)

763.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,099 global accepts · Rating: 1900 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[temporary1's solution](#)

764.

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 1900 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[temporary1's solution](#)

765.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1900 · first AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[temporary1's solution](#)

766.

1926G

[Vlad and Trouble at MIT](#) · [Tutorial](#)

Quality: 4,536 global accepts · Rating: 1900 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

[temporary1's solution](#)

767.

1661D

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

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[temporary1's solution](#)

768.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2024-06-15 · last AC: 2024-06-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[temporary1's solution](#)

769.

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2024-06-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[temporary1's solution](#)

770.

456D

[A Lot of Games](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-06-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, strings

[temporary1's solution](#)

771.

1980F1

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

Quality: 4,392 global accepts · Rating: 1900 · first AC: 2024-06-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings

[temporary1's solution](#)

772.

1759G

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

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2024-06-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[temporary1's solution](#)

773.

1749D

[Counting Arrays](#) · Tutorial

Quality: 6,364 global accepts · Rating: 1900 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[temporary1's solution](#)

774.

1821D

[Black Cells](#) · Tutorial

Quality: 5,537 global accepts · Rating: 1900 · first AC: 2024-06-05 · last AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[temporary1's solution](#)

775.

20C

[Dijkstra?](#) · Tutorial

Quality: 46,876 global accepts · Rating: 1900 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[temporary1's solution](#)

776.

1977C

[Nikita and LCM](#) · Tutorial

Quality: 8,039 global accepts · Rating: 1900 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[temporary1's solution](#)

777.

1974F

[Cutting Game](#) · Tutorial

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[temporary1's solution](#)

778.

2215B

[RReeppeettiittiioonn](#) · Tutorial

Quality: 1,003 global accepts · Rating: 2000 · first AC: 2026-04-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, math, number theory

[temporary1's solution](#)

779.

2129C2

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

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2026-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[temporary1's solution](#)

780.

2201C

[Rigged Bracket Sequence](#) · Tutorial

Quality: 1,988 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy

[temporary1's solution](#)

781.

2196C2

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

Quality: 2,520 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[temporary1's solution](#)

782.

2178E

[Flatten or Concatenate](#) · Tutorial

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, interactive

[temporary1's solution](#)

783.

2096D

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

Quality: 5,600 global accepts · Rating: 2000 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[temporary1's solution](#)

784.

2135C

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

Quality: 3,885 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[temporary1's solution](#)

785.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2025-07-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[temporary1's solution](#)

786.

2073J

[Gathering Sharks](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2000 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[temporary1's solution](#)

787.

2028D

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

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2025-02-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

[temporary1's solution](#)

788.

33D

[Knights](#) · [Tutorial](#)

Quality: 1,561 global accepts · Rating: 2000 · first AC: 2025-02-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry, graphs, shortest paths, sortings

[temporary1's solution](#)

789.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[temporary1's solution](#)

790.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[temporary1's solution](#)

791.

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[temporary1's solution](#)

792.

1244E

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

Quality: 6,401 global accepts · Rating: 2000 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms,

greedy, sortings, ternary search, two pointers

[temporary1's solution](#)

793.

1574D

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

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2024-10-09 · last AC: 2024-10-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[temporary1's solution](#)

794.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2024-10-01 · last AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[temporary1's solution](#)

795.

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings

[temporary1's solution](#)

796.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2024-09-29 · last AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[temporary1's solution](#)

797.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[temporary1's solution](#)

798.

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,865 global accepts · Rating: 2000 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[temporary1's solution](#)

799.

676D

[Theseus and labyrinth](#) · [Tutorial](#)

Quality: 1,964 global accepts · Rating: 2000 · first AC: 2024-09-23 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, shortest paths

[temporary1's solution](#)

800.

965C

[Greedy Arkady](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2000 · first AC: 2024-09-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[temporary1's solution](#)

801.

1102F

[Elongated Matrix](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2000 · first AC: 2024-09-23 · last AC: 2024-09-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, graphs

[temporary1's solution](#)

802.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2024-09-23 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers

[temporary1's solution](#)

803.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,673 global accepts · Rating: 2000 · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[temporary1's solution](#)

804.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2024-09-22 · last AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[temporary1's solution](#)

805.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,442 global accepts · Rating: 2000 · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[temporary1's solution](#)

806.

2014F

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

Quality: 5,101 global accepts · Rating: 2000 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[temporary1's solution](#)

807.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[temporary1's solution](#)

808.

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,733 global accepts · Rating: 2000 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[temporary1's solution](#)

809.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[temporary1's solution](#)

810.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,055 global accepts · Rating: 2000 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[temporary1's solution](#)

811.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,102 global accepts · Rating: 2000 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[temporary1's solution](#)

812.

629C

[Famil Door and Brackets](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2000 · first AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[temporary1's solution](#)

813.

466B

[Wonder Room](#) · [Tutorial](#)

Quality: 5,266 global accepts · Rating: 2000 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[temporary1's solution](#)

814.

1080D

[Olya and magical square](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2000 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[temporary1's solution](#)

815.

1190D

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

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[temporary1's solution](#)

816.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp

[temporary1's solution](#)

817.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2024-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[temporary1's solution](#)

818.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,431 global accepts · Rating: 2000 · first AC: 2024-08-28 · last AC: 2024-08-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[temporary1's solution](#)

819.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,047 global accepts · Rating: 2000 · first AC: 2024-08-28 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures

[temporary1's solution](#)

820.

1399E1

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

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2024-08-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[temporary1's solution](#)

821.

461B

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

Quality: 7,020 global accepts · Rating: 2000 · first AC: 2024-08-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[temporary1's solution](#)

822.

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,906 global accepts · Rating: 2000 · first AC: 2024-08-28 · last AC: 2024-08-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[temporary1's solution](#)

823.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,669 global accepts · Rating: 2000 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[temporary1's solution](#)

824.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,964 global accepts · Rating: 2000 · first AC: 2024-08-28 · last AC: 2024-08-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[temporary1's solution](#)

825.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2024-08-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[temporary1's solution](#)

826.

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,861 global accepts · Rating: 2000 · first AC: 2024-08-27 · last AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[temporary1's solution](#)

827.

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,616 global accepts · Rating: 2000 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[temporary1's solution](#)

828.

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,142 global accepts · Rating: 2000 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

[temporary1's solution](#)

829.

1147C

[Thanos Nim](#) · [Tutorial](#)

Quality: 3,651 global accepts · Rating: 2000 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: games

[temporary1's solution](#)

830.

1458B

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

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

[temporary1's solution](#)

831.

446B

[DZY Loves Modification](#) · [Tutorial](#)

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy

[temporary1's solution](#)

832.

1183E

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

Quality: 5,421 global accepts · Rating: 2000 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[temporary1's solution](#)

833.

1370D

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

Quality: 10,927 global accepts · Rating: 2000 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[temporary1's solution](#)

834.

1619G

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

Quality: 2,736 global accepts · Rating: 2000 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

[temporary1's solution](#)

835.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2024-08-19 · last AC: 2024-08-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[temporary1's solution](#)

836.

1753C

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

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[temporary1's solution](#)

837.

615C

[Running Track](#) · [Tutorial](#)

Quality: 2,464 global accepts · Rating: 2000 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, trees

[temporary1's solution](#)

838.

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 2000 · first AC: 2024-08-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[temporary1's solution](#)

839.

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2024-08-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games

[temporary1's solution](#)

840.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[temporary1's solution](#)

841.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 2000 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[temporary1's solution](#)

842.

1716C

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

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[temporary1's solution](#)

843.

380C

[Sereja and Brackets](#) · [Tutorial](#)

Quality: 19,778 global accepts · Rating: 2000 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, schedules
[temporary1's solution](#)

844.

1763C

[Another Array Problem](#) · [Tutorial](#)

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[temporary1's solution](#)

845.

1831D

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-07-27 · last AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math
[temporary1's solution](#)

846.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,511 global accepts · Rating: 2000 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, interactive, math
[temporary1's solution](#)

847.

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[temporary1's solution](#)

848.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2024-07-27 · last AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
[temporary1's solution](#)

849.

1944D

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

Rating: 2000 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, strings
[temporary1's solution](#)

850.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,655 global accepts · Rating: 2000 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers
[temporary1's solution](#)

851.

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[temporary1's solution](#)

852.

1867E1

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

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math
[temporary1's solution](#)

853.

1862G

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

Quality: 3,455 global accepts · Rating: 2000 · first AC: 2024-07-24 · last AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, sortings

[temporary1's solution](#)

854.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[temporary1's solution](#)

855.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[temporary1's solution](#)

856.

1851G

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

Quality: 4,044 global accepts · Rating: 2000 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[temporary1's solution](#)

857.

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,164 global accepts · Rating: 2000 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms

[temporary1's solution](#)

858.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2024-07-24 · last AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[temporary1's solution](#)

859.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,355 global accepts · Rating: 2000 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[temporary1's solution](#)

860.

1941G

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

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[temporary1's solution](#)

861.

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,030 global accepts · Rating: 2000 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[temporary1's solution](#)

862.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[temporary1's solution](#)

863.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,485 global accepts · Rating: 2000 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[temporary1's solution](#)

864.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, trees

[temporary1's solution](#)

865.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,010 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, trees

[temporary1's solution](#)

866.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[temporary1's solution](#)

867.

1956D

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

Quality: 4,787 global accepts · Rating: 2000 · first AC: 2024-07-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[temporary1's solution](#)

868.

1029F

[Multicolored Markers](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2000 · first AC: 2024-07-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[temporary1's solution](#)

869.

1204D1

[Kirk and a Binary String \(easy version\)](#) · [Tutorial](#)

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2024-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

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870.

1891F

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Quality: 4,777 global accepts · Rating: 2000 · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

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871.

958A2

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Quality: 1,058 global accepts · Rating: 2000 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings

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872.

1060E

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Quality: 3,498 global accepts · Rating: 2000 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

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873.

1682D

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Quality: 3,726 global accepts · Rating: 2000 · first AC: 2024-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees

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874.

1731E

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Quality: 3,484 global accepts · Rating: 2000 · first AC: 2024-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

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875.

1296E2

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

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2024-07-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

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876.

1841D

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Quality: 5,284 global accepts · Rating: 2000 · first AC: 2024-07-10 · last AC: 2024-07-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, two pointers

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877.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2024-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

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878.

1987E

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Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

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879.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,141 global accepts · Rating: 2000 · first AC: 2024-06-30 · last AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[temporary1's solution](#)

880.

280A

[Rectangle Puzzle](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2000 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[temporary1's solution](#)

881.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,434 global accepts · Rating: 2000 · first AC: 2024-06-17 · last AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[temporary1's solution](#)

882.

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,605 global accepts · Rating: 2000 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[temporary1's solution](#)

883.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[temporary1's solution](#)

884.

1976D

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Quality: 5,798 global accepts · Rating: 2000 · first AC: 2024-05-30 · last AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[temporary1's solution](#)

885.

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,893 global accepts · Rating: 2000 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[temporary1's solution](#)

886.

793D

[Presents in Bankopolis](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2100 · first AC: 2026-05-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[temporary1's solution](#)

887.

2193G

[Paths in a Tree](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2026-04-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, sortings, trees

[temporary1's solution](#)

888.

2207E1

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

Quality: 1,661 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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889.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[temporary1's solution](#)

890.

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2026-02-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[temporary1's solution](#)

891.

2003D2

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

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2026-01-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[temporary1's solution](#)

892.

2183E

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

Quality: 2,852 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[temporary1's solution](#)

893.

2183D2

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

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[temporary1's solution](#)

894.

2074G

[Game With Triangles: Season 2](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[temporary1's solution](#)

895.

2115B

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

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[temporary1's solution](#)

896.

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings

[temporary1's solution](#)

897.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[temporary1's solution](#)

898.

1185G1

[Playlist for Polycarp \(easy version\)](#) · [Tutorial](#)

Quality: 3,198 global accepts · Rating: 2100 · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[temporary1's solution](#)

899.

1120C

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Quality: 2,445 global accepts · Rating: 2100 · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

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900.

1433F

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

Quality: 6,747 global accepts · Rating: 2100 · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: dp

[temporary1's solution](#)

901.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 2100 · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[temporary1's solution](#)

902.

1650G

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

Quality: 2,938 global accepts · Rating: 2100 · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths

[temporary1's solution](#)

903.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 2100 · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[temporary1's solution](#)

904.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[temporary1's solution](#)

905.

2132F

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

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[temporary1's solution](#)

906.

1667B

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

Quality: 4,320 global accepts · Rating: 2100 · first AC: 2025-11-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[temporary1's solution](#)

907.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2025-11-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[temporary1's solution](#)

908.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[temporary1's solution](#)

909.

2135D1

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

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[temporary1's solution](#)

910.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[temporary1's solution](#)

911.

2031E

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

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[temporary1's solution](#)

912.

2044H

[Hard Demon Problem](#) · [Tutorial](#)

Quality: 2,584 global accepts · Rating: 2100 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math

[temporary1's solution](#)

913.

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,719 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, greedy
[temporary1's solution](#)

914.

1411D

[Grime Zoo](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, strings
[temporary1's solution](#)

915.

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation, matrices, strings
[temporary1's solution](#)

916.

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,413 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive, math
[temporary1's solution](#)

917.

1413E

[Solo mid Oracle](#) · [Tutorial](#)

Quality: 2,181 global accepts · Rating: 2100 · first AC: 2025-07-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, ternary search
[temporary1's solution](#)

918.

1202C

[You Are Given a WASD-string...](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2025-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings
[temporary1's solution](#)

919.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2025-07-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search
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920.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2025-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings
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921.

321C

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

Quality: 9,390 global accepts · Rating: 2100 · first AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees
[temporary1's solution](#)

922.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2025-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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923.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2025-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
[temporary1's solution](#)

924.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,628 global accepts · Rating: 2100 · first AC: 2025-02-23 · last AC: 2025-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers
[temporary1's solution](#)

925.

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2025-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs
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926.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2025-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math
[temporary1's solution](#)

927.

1868B2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,751 global accepts · Rating: 2100 · first AC: 2025-02-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math
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928.

2046C

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Quality: 2,346 global accepts · Rating: 2100 · first AC: 2025-02-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers
[temporary1's solution](#)

929.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2100 · first AC: 2025-01-16 · last AC: 2025-01-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory
[temporary1's solution](#)

930.

703C

[Chris and Road](#) · [Tutorial](#)

Quality: 1,972 global accepts · Rating: 2100 · first AC: 2025-01-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation
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931.

1005F

[Berland and the Shortest Paths](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2100 · first AC: 2025-01-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths
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932.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,590 global accepts · Rating: 2100 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[temporary1's solution](#)

933.

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

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934.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[temporary1's solution](#)

935.

1482E

[Skyline Photo](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2100 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[temporary1's solution](#)

936.

919E

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

Quality: 2,434 global accepts · Rating: 2100 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[temporary1's solution](#)

937.

1787E

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

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[temporary1's solution](#)

938.

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[temporary1's solution](#)

939.

1499D

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

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2024-10-02 · last AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[temporary1's solution](#)

940.

2004E

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

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, math, number theory

[temporary1's solution](#)

941.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,593 global accepts · Rating: 2100 · first AC: 2024-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[temporary1's solution](#)

942.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2024-09-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[temporary1's solution](#)

943.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2024-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[temporary1's solution](#)

944.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,698 global accepts · Rating: 2100 · first AC: 2024-09-24 · last AC: 2024-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings

[temporary1's solution](#)

945.

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-09-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math

[temporary1's solution](#)

946.

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2024-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[temporary1's solution](#)

947.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2024-09-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[temporary1's solution](#)

948.

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2024-09-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[temporary1's solution](#)

949.

976E

[Well played!](#) · [Tutorial](#)

Quality: 2,552 global accepts · Rating: 2100 · first AC: 2024-09-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[temporary1's solution](#)

950.

1808D

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

Quality: 2,708 global accepts · Rating: 2100 · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, two pointers

[temporary1's solution](#)

951.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,875 global accepts · Rating: 2100 · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[temporary1's solution](#)

952.

1775E

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

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2024-09-21 · last AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy,

implementation

[temporary1's solution](#)

953.

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2100 · first AC: 2024-09-21 · last AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[temporary1's solution](#)

954.

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[temporary1's solution](#)

955.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[temporary1's solution](#)

956.

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 2100 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[temporary1's solution](#)

957.

1920E

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

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-09-20 · last AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[temporary1's solution](#)

958.

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[temporary1's solution](#)

959.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2024-09-19 · last AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[temporary1's solution](#)

960.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[temporary1's solution](#)

961.

1942D

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

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[temporary1's solution](#)

962.

1886D

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

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math
[temporary1's solution](#)

963.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,706 global accepts · Rating: 2100 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings
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964.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,057 global accepts · Rating: 2100 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory
[temporary1's solution](#)

965.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 2100 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, interactive
[temporary1's solution](#)

966.

2005E1

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

Quality: 3,322 global accepts · Rating: 2100 · first AC: 2024-09-14 · last AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, implementation
[temporary1's solution](#)

967.

774A

[Amusement Park](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2100 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: *special, ternary search
[temporary1's solution](#)

968.

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[temporary1's solution](#)

969.

601B

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

Quality: 2,423 global accepts · Rating: 2100 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math
[temporary1's solution](#)

970.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp
[temporary1's solution](#)

971.

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers
[temporary1's solution](#)

972.

1930D2

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

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[temporary1's solution](#)

973.

1734E

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

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[temporary1's solution](#)

974.

1551D2

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

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
[temporary1's solution](#)

975.

524D

[Social Network](#) · [Tutorial](#)

Quality: 1,006 global accepts · Rating: 2100 · first AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[temporary1's solution](#)

976.

1387B1

[Village \(Minimum\)](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: *special, dp, greedy, trees
[temporary1's solution](#)

977.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,144 global accepts · Rating: 2100 · first AC: 2024-09-01 · last AC: 2024-09-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, trees
[temporary1's solution](#)

978.

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, number theory
[temporary1's solution](#)

979.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation
[temporary1's solution](#)

980.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,567 global accepts · Rating: 2100 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees
[temporary1's solution](#)

981.

859D

[Third Month Insanity](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2100 · first AC: 2024-08-30 · last AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities, trees
[temporary1's solution](#)

982.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[temporary1's solution](#)

983.

852D

[Exploration plan](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2100 · first AC: 2024-08-29 · last AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graph matchings, shortest paths

[temporary1's solution](#)

984.

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[temporary1's solution](#)

985.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,087 global accepts · Rating: 2100 · first AC: 2024-08-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees

[temporary1's solution](#)

986.

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[temporary1's solution](#)

987.

1204D2

[Kirk and a Binary String \(hard version\)](#) · [Tutorial](#)

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2024-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, strings

[temporary1's solution](#)

988.

231E

[Cactus](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2024-06-17 · last AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[temporary1's solution](#)

989.

1971H

[±1](#) · [Tutorial](#)

Quality: 2,747 global accepts · Rating: 2100 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graphs

[temporary1's solution](#)

990.

2215C

[Oriented Journey](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2200 · first AC: 2026-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, communication, constructive algorithms, graphs, interactive, trees

[temporary1's solution](#)

991.

2207D

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

Quality: 2,110 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[temporary1's solution](#)

992.

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry, probabilities

[temporary1's solution](#)

993.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, greedy, implementation

[temporary1's solution](#)

994.

2189D2

[Little String \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,944 global accepts · Rating: 2200 · first AC: 2026-01-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[temporary1's solution](#)

995.

2178F

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

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, trees

[temporary1's solution](#)

996.

1003F

[Abbreviation](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2025-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, strings

[temporary1's solution](#)

997.

2118D2

[Red Light, Green Light \(Hard version\)](#) · [Tutorial](#)

Quality: 2,497 global accepts · Rating: 2200 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[temporary1's solution](#)

998.

1789D

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

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[temporary1's solution](#)

999.

1562D2

[Two Hundred Twenty One \(hard version\)](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[temporary1's solution](#)

1000.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-08-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[temporary1's solution](#)

1001.

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 2200 · first AC: 2025-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings

[temporary1's solution](#)

1002.

1272F

[Two Bracket Sequences](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2025-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings, two pointers

[temporary1's solution](#)

1003.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2025-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[temporary1's solution](#)**1004.**

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,880 global accepts · Rating: 2200 · first AC: 2025-07-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, strings, trees

[temporary1's solution](#)**1005.**

2033G

[Sakurako and Chefir](#) · [Tutorial](#)

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2025-07-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[temporary1's solution](#)**1006.**

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 2200 · first AC: 2025-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings

[temporary1's solution](#)**1007.**

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2025-07-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[temporary1's solution](#)**1008.**

852F

[Product transformation](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2200 · first AC: 2025-07-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[temporary1's solution](#)**1009.**

1216E2

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

Quality: 1,652 global accepts · Rating: 2200 · first AC: 2025-07-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[temporary1's solution](#)**1010.**

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2025-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

[temporary1's solution](#)**1011.**

1583E

[Moment of Bloom](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 2200 · first AC: 2025-07-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, trees

[temporary1's solution](#)**1012.**

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2025-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs

[temporary1's solution](#)

1013.

863F

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

Quality: 1,525 global accepts · Rating: 2200 · first AC: 2025-07-08 · C++17 (GCC 7-32) (first AC) · Tags: flows
[temporary1's solution](#)

1014.

1593G

[Changing Brackets](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2200 · first AC: 2025-07-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy
[temporary1's solution](#)

1015.

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum](#) · [Tutorial](#)

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory
[temporary1's solution](#)

1016.

979D

[Kuro and GCD and XOR and SUM](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2200 · first AC: 2025-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees
[temporary1's solution](#)

1017.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2025-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees
[temporary1's solution](#)

1018.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[temporary1's solution](#)

1019.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[temporary1's solution](#)

1020.

2073G

[Corrupted File](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2200 · first AC: 2025-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[temporary1's solution](#)

1021.

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-19 · last AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math
[temporary1's solution](#)

1022.

1695D1

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

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2025-02-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees
[temporary1's solution](#)

1023.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2025-01-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[temporary1's solution](#)**1024.**

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,670 global accepts · Rating: 2200 · first AC: 2025-01-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory

[temporary1's solution](#)**1025.**

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[temporary1's solution](#)**1026.**

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-12-31 · last AC: 2024-12-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[temporary1's solution](#)**1027.**

7D

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-12-31 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings

[temporary1's solution](#)**1028.**

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2024-12-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[temporary1's solution](#)**1029.**

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,732 global accepts · Rating: 2200 · first AC: 2024-12-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[temporary1's solution](#)**1030.**

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2024-12-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, probabilities, trees

[temporary1's solution](#)**1031.**

1567E

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

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math

[temporary1's solution](#)**1032.**

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2024-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, strings

[temporary1's solution](#)

1033.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2024-12-16 · last AC: 2024-12-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[temporary1's solution](#)

1034.

2034E

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

Quality: 2,018 global accepts · Rating: 2200 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[temporary1's solution](#)

1035.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2024-11-11 · last AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[temporary1's solution](#)

1036.

1295E

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

Quality: 2,772 global accepts · Rating: 2200 · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[temporary1's solution](#)

1037.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[temporary1's solution](#)

1038.

925C

[Big Secret](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2200 · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[temporary1's solution](#)

1039.

1520F2

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

Quality: 3,347 global accepts · Rating: 2200 · first AC: 2024-11-06 · last AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[temporary1's solution](#)

1040.

1437E

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

Quality: 3,927 global accepts · Rating: 2200 · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[temporary1's solution](#)

1041.

1670E

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

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[temporary1's solution](#)

1042.

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2024-11-06 · last AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[temporary1's solution](#)

1043.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[temporary1's solution](#)

1044.

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs

[temporary1's solution](#)

1045.

1415E

[New Game Plus!](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2024-11-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[temporary1's solution](#)

1046.

1784C

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

Quality: 1,958 global accepts · Rating: 2200 · first AC: 2024-11-03 · last AC: 2024-11-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[temporary1's solution](#)

1047.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2024-11-02 · last AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[temporary1's solution](#)

1048.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[temporary1's solution](#)

1049.

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[temporary1's solution](#)

1050.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[temporary1's solution](#)

1051.

1717E

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

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2024-10-31 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[temporary1's solution](#)

1052.

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2024-10-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, sortings

[temporary1's solution](#)

1053.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2024-10-29 · last AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[temporary1's solution](#)

1054.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2024-10-29 · last AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[temporary1's solution](#)

1055.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[temporary1's solution](#)

1056.

1607G

[Banquet Preparations 1](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[temporary1's solution](#)

1057.

1741G

[Kirill and Company](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2024-10-29 · last AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[temporary1's solution](#)

1058.

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2024-10-28 · last AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[temporary1's solution](#)

1059.

1399E2

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

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[temporary1's solution](#)

1060.

1926F

[Vlad and Avoiding X](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[temporary1's solution](#)

1061.

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[temporary1's solution](#)

1062.

2027D2

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

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[temporary1's solution](#)

1063.

1194E

[Count The Rectangles](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

[temporary1's solution](#)

1064.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[temporary1's solution](#)

1065.

1808E1

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

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[temporary1's solution](#)

1066.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 2200 · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[temporary1's solution](#)

1067.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[temporary1's solution](#)

1068.

858E

[Tests Renumeration](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2200 · first AC: 2024-10-24 · last AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[temporary1's solution](#)

1069.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[temporary1's solution](#)

1070.

1737D

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

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[temporary1's solution](#)

1071.

1034B

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

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2024-10-22 · last AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[temporary1's solution](#)

1072.

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, implementation, math

[temporary1's solution](#)

1073.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2024-10-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[temporary1's solution](#)

1074.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2024-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[temporary1's solution](#)

1075.

1580C

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

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2024-10-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[temporary1's solution](#)

1076.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2024-10-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[temporary1's solution](#)

1077.

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[temporary1's solution](#)

1078.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[temporary1's solution](#)

1079.

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 2200 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search

[temporary1's solution](#)

1080.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[temporary1's solution](#)

1081.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[temporary1's solution](#)

1082.

1650F

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

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[temporary1's solution](#)

1083.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[temporary1's solution](#)

1084.

916D

[Jamie and To-do List](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2200 · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, interactive, trees

[temporary1's solution](#)

1085.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[temporary1's solution](#)

1086.

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp

[temporary1's solution](#)

1087.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2024-10-02 · last AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp

[temporary1's solution](#)

1088.

1498D

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

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[temporary1's solution](#)

1089.

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[temporary1's solution](#)

1090.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[temporary1's solution](#)

1091.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, trees

[temporary1's solution](#)

1092.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[temporary1's solution](#)

1093.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[temporary1's solution](#)

1094.

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[temporary1's solution](#)

1095.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[temporary1's solution](#)

1096.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2024-09-30 · last AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[temporary1's solution](#)

1097.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[temporary1's solution](#)

1098.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,874 global accepts · Rating: 2200 · first AC: 2024-09-29 · last AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[temporary1's solution](#)

1099.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2024-09-29 · last AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[temporary1's solution](#)

1100.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,507 global accepts · Rating: 2200 · first AC: 2024-09-29 · last AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[temporary1's solution](#)

1101.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2200 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp

[temporary1's solution](#)

1102.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2024-09-27 · last AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force,

data structures, dfs and similar, trees

[temporary1's solution](#)

1103.

2018D

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

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[temporary1's solution](#)

1104.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search

[temporary1's solution](#)

1105.

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2024-09-27 · last AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[temporary1's solution](#)

1106.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[temporary1's solution](#)

1107.

1867E2

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

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[temporary1's solution](#)

1108.

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[temporary1's solution](#)

1109.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2200 · first AC: 2024-09-26 · last AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[temporary1's solution](#)

1110.

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2024-09-26 · last AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[temporary1's solution](#)

1111.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[temporary1's solution](#)

1112.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2200 · first AC: 2024-09-25 · last AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: dp
[temporary1's solution](#)

1113.

440D

[Berland Federalization](#) · [Tutorial](#)

Quality: 944 global accepts · Rating: 2200 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees
[temporary1's solution](#)

1114.

2014G

[Milky Days](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2200 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation
[temporary1's solution](#)

1115.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2200 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory
[temporary1's solution](#)

1116.

2009G2

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

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp
[temporary1's solution](#)

1117.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy
[temporary1's solution](#)

1118.

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings
[temporary1's solution](#)

1119.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, hashing, implementation, trees
[temporary1's solution](#)

1120.

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-06-23 · last AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory
[temporary1's solution](#)

1121.

1985H2

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

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation
[temporary1's solution](#)

1122.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,398 global accepts · Rating: 2300 · first AC: 2026-03-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[temporary1's solution](#)

1123.

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,642 global accepts · Rating: 2300 · first AC: 2026-03-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[temporary1's solution](#)

1124.

2129C3

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

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2026-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[temporary1's solution](#)

1125.

2190C

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

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[temporary1's solution](#)

1126.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[temporary1's solution](#)

1127.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2025-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[temporary1's solution](#)

1128.

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2025-12-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[temporary1's solution](#)

1129.

557E

[Ann and Half-Palindrome](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2300 · first AC: 2025-12-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, string suffix structures, strings, trees

[temporary1's solution](#)

1130.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-12-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[temporary1's solution](#)

1131.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,369 global accepts · Rating: 2300 · first AC: 2025-12-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[temporary1's solution](#)

1132.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation
[temporary1's solution](#)

1133.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
[temporary1's solution](#)

1134.

300E

[Empire Strikes Back](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2300 · first AC: 2025-11-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory
[temporary1's solution](#)

1135.

2120E

[Lanes of Cars](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-11-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, ternary search
[temporary1's solution](#)

1136.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2025-11-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings
[temporary1's solution](#)

1137.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy
[temporary1's solution](#)

1138.

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2025-11-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[temporary1's solution](#)

1139.

873E

[Awards For Contestants](#) · [Tutorial](#)

Quality: 793 global accepts · Rating: 2300 · first AC: 2025-11-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp
[temporary1's solution](#)

1140.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2025-11-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings
[temporary1's solution](#)

1141.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2025-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu
[temporary1's solution](#)

1142.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2300 · first AC: 2025-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[temporary1's solution](#)

1143.

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2025-07-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[temporary1's solution](#)

1144.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2025-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[temporary1's solution](#)

1145.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2025-07-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[temporary1's solution](#)

1146.

1584E

[Game with Stones](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2300 · first AC: 2025-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, games, greedy

[temporary1's solution](#)

1147.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy

[temporary1's solution](#)

1148.

590D

[Top Secret Task](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2300 · first AC: 2025-07-23 · C++17 (GCC 7-32) (first AC) · Tags: dp

[temporary1's solution](#)

1149.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,315 global accepts · Rating: 2300 · first AC: 2025-07-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[temporary1's solution](#)

1150.

793C

[Mice problem](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2300 · first AC: 2025-07-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math, sortings

[temporary1's solution](#)

1151.

1200F

[Graph Traveler](#) · [Tutorial](#)

Quality: 1,163 global accepts · Rating: 2300 · first AC: 2025-07-23 · last AC: 2025-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[temporary1's solution](#)

1152.

327E

[Axis Walking](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2300 · first AC: 2025-07-23 · last AC: 2025-07-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks,

combinatorics, constructive algorithms, dp, meet-in-the-middle

[temporary1's solution](#)

1153.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[temporary1's solution](#)

1154.

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows, hashing

[temporary1's solution](#)

1155.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2025-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[temporary1's solution](#)

1156.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2025-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[temporary1's solution](#)

1157.

1045C

[Hyperspace Highways](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2300 · first AC: 2025-04-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[temporary1's solution](#)

1158.

1042E

[Vasya and Magic Matrix](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[temporary1's solution](#)

1159.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[temporary1's solution](#)

1160.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[temporary1's solution](#)

1161.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-04-12 · last AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[temporary1's solution](#)

1162.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2025-04-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[temporary1's solution](#)

1163.

1131E

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

Quality: 1,262 global accepts · Rating: 2300 · first AC: 2025-04-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[temporary1's solution](#)

1164.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,514 global accepts · Rating: 2300 · first AC: 2025-04-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[temporary1's solution](#)

1165.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2025-04-11 · last AC: 2025-04-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[temporary1's solution](#)

1166.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,162 global accepts · Rating: 2300 · first AC: 2025-04-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math

[temporary1's solution](#)

1167.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2025-04-11 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices

[temporary1's solution](#)

1168.

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2025-04-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[temporary1's solution](#)

1169.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2025-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[temporary1's solution](#)

1170.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,701 global accepts · Rating: 2300 · first AC: 2025-04-10 · last AC: 2025-04-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[temporary1's solution](#)

1171.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[temporary1's solution](#)

1172.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[temporary1's solution](#)

1173.

610D

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

Quality: 1,734 global accepts · Rating: 2300 · first AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, geometry, two pointers

[temporary1's solution](#)

1174.

1698E

[PermutationForces II](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[temporary1's solution](#)

1175.

1594E2

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

Quality: 1,611 global accepts · Rating: 2300 · first AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, trees

[temporary1's solution](#)

1176.

1085E

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

Quality: 1,122 global accepts · Rating: 2300 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[temporary1's solution](#)

1177.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2025-04-03 · last AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[temporary1's solution](#)

1178.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[temporary1's solution](#)

1179.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2025-02-05 · last AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory, two pointers

[temporary1's solution](#)

1180.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2300 · first AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings

[temporary1's solution](#)

1181.

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,225 global accepts · Rating: 2300 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[temporary1's solution](#)

1182.

1151F

[Sonya and Informatics](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, matrices,

probabilities

[temporary1's solution](#)

1183.

1245E

[Hyakugoku and Ladders](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2300 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities, shortest paths

[temporary1's solution](#)

1184.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2025-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[temporary1's solution](#)

1185.

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2025-03-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, strings

[temporary1's solution](#)

1186.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2025-03-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, trees

[temporary1's solution](#)

1187.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2025-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[temporary1's solution](#)

1188.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2025-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[temporary1's solution](#)

1189.

1093G

[Multidimensional Queries](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2025-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[temporary1's solution](#)

1190.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2025-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[temporary1's solution](#)

1191.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2025-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[temporary1's solution](#)

1192.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2025-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[temporary1's solution](#)

1193.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2025-03-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[temporary1's solution](#)

1194.

1411E

[Poman Numbers](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2300 · first AC: 2025-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, strings
[temporary1's solution](#)

1195.

1681F

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

Quality: 2,321 global accepts · Rating: 2300 · first AC: 2025-03-13 · last AC: 2025-03-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees
[temporary1's solution](#)

1196.

1790G

[Tokens on Graph](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths
[temporary1's solution](#)

1197.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,452 global accepts · Rating: 2300 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[temporary1's solution](#)

1198.

852I

[Dating](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2300 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, trees
[temporary1's solution](#)

1199.

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, probabilities
[temporary1's solution](#)

1200.

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[temporary1's solution](#)

1201.

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities
[temporary1's solution](#)

1202.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2025-02-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, greedy, math

[temporary1's solution](#)

1203.

1236D

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

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2025-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[temporary1's solution](#)

1204.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2025-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[temporary1's solution](#)

1205.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2025-02-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[temporary1's solution](#)

1206.

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,452 global accepts · Rating: 2300 · first AC: 2025-02-22 · last AC: 2025-02-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[temporary1's solution](#)

1207.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2025-02-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, sortings

[temporary1's solution](#)

1208.

659G

[Fence Divercity](#) · [Tutorial](#)

Quality: 1,317 global accepts · Rating: 2300 · first AC: 2025-02-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory

[temporary1's solution](#)

1209.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2025-02-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[temporary1's solution](#)

1210.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2025-02-19 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, math, number theory

[temporary1's solution](#)

1211.

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2025-02-18 · last AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees

[temporary1's solution](#)

1212.

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, sortings
[temporary1's solution](#)

1213.

711E

[ZS and The Birthday Paradox](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2025-02-17 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities
[temporary1's solution](#)

1214.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
[temporary1's solution](#)

1215.

1695D2

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

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2025-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[temporary1's solution](#)

1216.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-02-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings
[temporary1's solution](#)

1217.

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2025-02-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees
[temporary1's solution](#)

1218.

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 2300 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, fft, math
[temporary1's solution](#)

1219.

1379D

[New Passenger Trams](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: 2300 · first AC: 2025-01-27 · last AC: 2025-01-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers
[temporary1's solution](#)

1220.

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2025-01-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp
[temporary1's solution](#)

1221.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings
[temporary1's solution](#)

1222.

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math

[temporary1's solution](#)

1223.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2025-01-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math

[temporary1's solution](#)

1224.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2025-01-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[temporary1's solution](#)

1225.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2025-01-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, geometry, math, number theory

[temporary1's solution](#)

1226.

1658D2

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

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, math

[temporary1's solution](#)

1227.

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[temporary1's solution](#)

1228.

812E

[Sagheer and Apple Tree](#) · [Tutorial](#)

Quality: 1,326 global accepts · Rating: 2300 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: games, trees

[temporary1's solution](#)

1229.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2025-01-17 · last AC: 2025-01-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[temporary1's solution](#)

1230.

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2025-01-17 · last AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[temporary1's solution](#)

1231.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2025-01-16 · last AC: 2025-01-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[temporary1's solution](#)

1232.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2025-01-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, two pointers
[temporary1's solution](#)

1233.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2025-01-14 · last AC: 2025-01-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings
[temporary1's solution](#)

1234.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2025-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings
[temporary1's solution](#)

1235.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2025-01-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings
[temporary1's solution](#)

1236.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2025-01-13 · last AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation, trees
[temporary1's solution](#)

1237.

935E

[Fafa and Ancient Mathematics](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2300 · first AC: 2025-01-13 · last AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
[temporary1's solution](#)

1238.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2300 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math
[temporary1's solution](#)

1239.

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, number theory, shortest paths
[temporary1's solution](#)

1240.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2025-01-10 · last AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees
[temporary1's solution](#)

1241.

808E

[Selling Souvenirs](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2025-01-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, ternary search

[temporary1's solution](#)

1242.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2025-01-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[temporary1's solution](#)

1243.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[temporary1's solution](#)

1244.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2025-01-01 · last AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[temporary1's solution](#)

1245.

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2025-01-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[temporary1's solution](#)

1246.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2024-12-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[temporary1's solution](#)

1247.

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2300 · first AC: 2024-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[temporary1's solution](#)

1248.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[temporary1's solution](#)

1249.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[temporary1's solution](#)

1250.

1843F2

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

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[temporary1's solution](#)

1251.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-11-27 · last AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[temporary1's solution](#)

1252.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2300 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices

[temporary1's solution](#)

1253.

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[temporary1's solution](#)

1254.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-11-21 · last AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[temporary1's solution](#)

1255.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,596 global accepts · Rating: 2300 · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[temporary1's solution](#)

1256.

1798E

[Multitest Generator](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[temporary1's solution](#)

1257.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2024-11-20 · last AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[temporary1's solution](#)

1258.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[temporary1's solution](#)

1259.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2024-11-18 · last AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[temporary1's solution](#)

1260.

1895E

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

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[temporary1's solution](#)

1261.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2024-11-17 · last AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[temporary1's solution](#)

1262.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[temporary1's solution](#)

1263.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[temporary1's solution](#)

1264.

1929F

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

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[temporary1's solution](#)

1265.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2300 · first AC: 2024-11-15 · last AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[temporary1's solution](#)

1266.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[temporary1's solution](#)

1267.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[temporary1's solution](#)

1268.

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2024-11-13 · last AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[temporary1's solution](#)

1269.

1929E

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

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[temporary1's solution](#)

1270.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,772 global accepts · Rating: 2300 · first AC: 2024-11-12 · last AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[temporary1's solution](#)

1271.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[temporary1's solution](#)

1272.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[temporary1's solution](#)

1273.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[temporary1's solution](#)

1274.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2024-09-19 · last AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[temporary1's solution](#)

1275.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · last AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[temporary1's solution](#)

1276.

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

[temporary1's solution](#)

1277.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[temporary1's solution](#)

1278.

1748E

[Yet Another Array Counting Problem](#) · [Tutorial](#)

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[temporary1's solution](#)

1279.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[temporary1's solution](#)

1280.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-27 · last AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics,

dp, math

[temporary1's solution](#)

1281.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[temporary1's solution](#)

1282.

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-06-09 · last AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[temporary1's solution](#)

1283.

1044D

[Deduction Queries](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2400 · first AC: 2026-05-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[temporary1's solution](#)

1284.

946F

[Fibonacci String Subsequences](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2400 · first AC: 2026-04-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, matrices

[temporary1's solution](#)

1285.

2193H

[Remove the Grail Tree](#) · [Tutorial](#)

Quality: 1,043 global accepts · Rating: 2400 · first AC: 2026-04-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, trees

[temporary1's solution](#)

1286.

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[temporary1's solution](#)

1287.

277C

[Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 2400 · first AC: 2026-03-13 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation

[temporary1's solution](#)

1288.

2207E2

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

Quality: 861 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[temporary1's solution](#)

1289.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,291 global accepts · Rating: 2400 · first AC: 2026-03-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[temporary1's solution](#)

1290.

856D

[Masha and Cactus](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2026-02-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[temporary1's solution](#)

1291.

1202E

[You Are Given Some Strings... · Tutorial](#)

Quality: 2,763 global accepts · Rating: 2400 · first AC: 2026-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, string suffix structures, strings

[temporary1's solution](#)

1292.

1494E

[A-Z Graph · Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2026-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[temporary1's solution](#)

1293.

1098C

[Construct a tree · Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2026-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[temporary1's solution](#)

1294.

2153E

[Zero Trailing Factorial · Tutorial](#)

Quality: 985 global accepts · Rating: 2400 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[temporary1's solution](#)

1295.

1765L

[Project Manager · Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[temporary1's solution](#)

1296.

1765A

[Access Levels · Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[temporary1's solution](#)

1297.

2064E

[Mycraft Sand Sort · Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[temporary1's solution](#)

1298.

1257F

[Make Them Similar · Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2026-01-23 · last AC: 2026-01-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[temporary1's solution](#)

1299.

1934D2

[XOR Break --- Game Version · Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2026-01-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, games, greedy, interactive

[temporary1's solution](#)

1300.

1042F

[Leaf Sets · Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2026-01-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees

[temporary1's solution](#)

1301.

1152E

[Neko and Flashback](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2026-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[temporary1's solution](#)

1302.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2026-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[temporary1's solution](#)

1303.

1585E

[Frequency Queries](#) · [Tutorial](#)

Quality: 1,207 global accepts · Rating: 2400 · first AC: 2026-01-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[temporary1's solution](#)

1304.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2026-01-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[temporary1's solution](#)

1305.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2026-01-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures

[temporary1's solution](#)

1306.

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2026-01-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[temporary1's solution](#)

1307.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2026-01-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[temporary1's solution](#)

1308.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[temporary1's solution](#)

1309.

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2026-01-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[temporary1's solution](#)

1310.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2026-01-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[temporary1's solution](#)

1311.

1282E

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

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2026-01-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs

[temporary1's solution](#)

1312.

2171H

[Shiori Miyagi and Maximum Array Score](#) · [Tutorial](#)

Quality: 1,014 global accepts · Rating: 2400 · first AC: 2026-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings

[temporary1's solution](#)

1313.

1619H

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

Quality: 1,433 global accepts · Rating: 2400 · first AC: 2026-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers

[temporary1's solution](#)

1314.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2026-01-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[temporary1's solution](#)

1315.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2026-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[temporary1's solution](#)

1316.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2400 · first AC: 2026-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[temporary1's solution](#)

1317.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2025-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, probabilities

[temporary1's solution](#)

1318.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2025-12-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[temporary1's solution](#)

1319.

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2400 · first AC: 2025-12-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[temporary1's solution](#)

1320.

581F

[Zublicanes and Mumocrates](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2400 · first AC: 2025-12-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees, two pointers

[temporary1's solution](#)

1321.

1736C2

[Good Subarrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2025-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[temporary1's solution](#)

1322.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[temporary1's solution](#)

1323.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2025-11-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[temporary1's solution](#)

1324.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, matrices

[temporary1's solution](#)

1325.

1882E1

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

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[temporary1's solution](#)

1326.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[temporary1's solution](#)

1327.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[temporary1's solution](#)

1328.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2400 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[temporary1's solution](#)

1329.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[temporary1's solution](#)

1330.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2025-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs,

greedy, interactive, sortings

[temporary1's solution](#)

1331.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2025-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[temporary1's solution](#)

1332.

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2025-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[temporary1's solution](#)

1333.

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2025-08-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, hashing

[temporary1's solution](#)

1334.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2400 · first AC: 2025-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[temporary1's solution](#)

1335.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 2400 · first AC: 2025-08-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[temporary1's solution](#)

1336.

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2025-08-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[temporary1's solution](#)

1337.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[temporary1's solution](#)

1338.

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

[temporary1's solution](#)

1339.

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[temporary1's solution](#)

1340.

513D1

[Constrained Tree](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2400 · first AC: 2025-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[temporary1's solution](#)

1341.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2400 · first AC: 2025-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[temporary1's solution](#)

1342.

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2025-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[temporary1's solution](#)

1343.

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-07-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, strings

[temporary1's solution](#)

1344.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2025-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[temporary1's solution](#)

1345.

2126G2

[Big Wins! \(hard version\)](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2025-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, trees, two pointers

[temporary1's solution](#)

1346.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2025-07-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[temporary1's solution](#)

1347.

1182D

[Complete Mirror](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2025-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, hashing, implementation, trees

[temporary1's solution](#)

1348.

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2025-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[temporary1's solution](#)

1349.

845E

[Fire in the City](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2025-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[temporary1's solution](#)

1350.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2025-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[temporary1's solution](#)

1351.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2025-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[temporary1's solution](#)

1352.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2025-07-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[temporary1's solution](#)

1353.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2025-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[temporary1's solution](#)

1354.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2025-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[temporary1's solution](#)

1355.

822E

[Liar](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2025-07-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures

[temporary1's solution](#)

1356.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[temporary1's solution](#)

1357.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[temporary1's solution](#)

1358.

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[temporary1's solution](#)

1359.

1186F

[Vus the Cossack and a Graph](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2400 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation

[temporary1's solution](#)

1360.

1732D2

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

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2025-07-27 · last AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory

[temporary1's solution](#)

1361.

1868C

[Travel Plan · Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[temporary1's solution](#)

1362.

1358E

[Are You Fired? · Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[temporary1's solution](#)

1363.

1374F

[Cyclic Shifts Sorting · Tutorial](#)

Quality: 1,398 global accepts · Rating: 2400 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[temporary1's solution](#)

1364.

1739E

[Cleaning Robot · Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[temporary1's solution](#)

1365.

1792E

[Divisors and Table · Tutorial](#)

Quality: 1,596 global accepts · Rating: 2400 · first AC: 2025-07-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[temporary1's solution](#)

1366.

1304F2

[Animal Observation \(hard version\) · Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2025-07-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[temporary1's solution](#)

1367.

1936C

[Pokémon Arena · Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2025-07-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[temporary1's solution](#)

1368.

1016E

[Rest In The Shades · Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2025-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[temporary1's solution](#)

1369.

1620G

[Subsequences Galore · Tutorial](#)

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2025-07-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[temporary1's solution](#)

1370.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2025-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[temporary1's solution](#)

1371.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2025-07-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[temporary1's solution](#)

1372.

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2025-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[temporary1's solution](#)

1373.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2025-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[temporary1's solution](#)

1374.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2025-05-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[temporary1's solution](#)

1375.

676E

[The Last Fight Between Human and AI](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2400 · first AC: 2025-05-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[temporary1's solution](#)

1376.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2025-05-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[temporary1's solution](#)

1377.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2025-05-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math, matrices

[temporary1's solution](#)

1378.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2025-05-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, sortings

[temporary1's solution](#)

1379.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2400 · first AC: 2025-05-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[temporary1's solution](#)

1380.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2025-05-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[temporary1's solution](#)

1381.

1074D

[Deduction Queries](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-05-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, hashing

[temporary1's solution](#)

1382.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2025-05-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[temporary1's solution](#)

1383.

679C

[Bear and Square Grid](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2400 · first AC: 2025-05-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, implementation

[temporary1's solution](#)

1384.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2025-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[temporary1's solution](#)

1385.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[temporary1's solution](#)

1386.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[temporary1's solution](#)

1387.

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2025-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[temporary1's solution](#)

1388.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2025-04-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[temporary1's solution](#)

1389.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2025-04-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[temporary1's solution](#)

1390.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2025-04-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[temporary1's solution](#)

1391.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2025-04-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[temporary1's solution](#)

1392.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2025-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[temporary1's solution](#)

1393.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2025-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[temporary1's solution](#)

1394.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2025-04-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[temporary1's solution](#)

1395.

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2025-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[temporary1's solution](#)

1396.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2025-04-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, strings

[temporary1's solution](#)

1397.

1979E

[Manhattan Triangle](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2025-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[temporary1's solution](#)

1398.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2400 · first AC: 2025-04-29 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[temporary1's solution](#)

1399.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[temporary1's solution](#)

1400.

1670F

[Jee, You See? · Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp
[temporary1's solution](#)

1401.

1628D2

[Game on Sum \(Hard Version\) · Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2025-04-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math
[temporary1's solution](#)

1402.

1227F2

[Wrong Answer on test 233 \(Hard Version\) · Tutorial](#)

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2025-04-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[temporary1's solution](#)

1403.

2086E

[Zebra-like Numbers · Tutorial](#)

Quality: 1,664 global accepts · Rating: 2400 · first AC: 2025-04-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math
[temporary1's solution](#)

1404.

1442C

[Graph Transpositions · Tutorial](#)

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2025-04-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths
[temporary1's solution](#)

1405.

1973D

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

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2025-04-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math
[temporary1's solution](#)

1406.

1902F

[Trees and XOR Queries Again · Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees
[temporary1's solution](#)

1407.

1819C

[The Fox and the Complete Tree Traversal · Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees
[temporary1's solution](#)

1408.

1720D2

[Xor-Subsequence \(hard version\) · Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, strings, trees
[temporary1's solution](#)

1409.

1844E

[Great Grids · Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[temporary1's solution](#)

1410.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2025-04-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math
[temporary1's solution](#)

1411.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees
[temporary1's solution](#)

1412.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2025-04-24 · last AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, number theory
[temporary1's solution](#)

1413.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[temporary1's solution](#)

1414.

1738F

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

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2025-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees
[temporary1's solution](#)

1415.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2025-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths
[temporary1's solution](#)

1416.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2025-04-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs
[temporary1's solution](#)

1417.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,151 global accepts · Rating: 2400 · first AC: 2025-04-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory
[temporary1's solution](#)

1418.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2025-04-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory
[temporary1's solution](#)

1419.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[temporary1's solution](#)

1420.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[temporary1's solution](#)

1421.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[temporary1's solution](#)

1422.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[temporary1's solution](#)

1423.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[temporary1's solution](#)

1424.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2025-04-11 · last AC: 2025-04-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices

[temporary1's solution](#)

1425.

2073D

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2400 · first AC: 2025-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[temporary1's solution](#)

1426.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[temporary1's solution](#)

1427.

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[temporary1's solution](#)

1428.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[temporary1's solution](#)

1429.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2025-02-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry
[temporary1's solution](#)

1430.

1784D

[Wooden Spoon](#) · [Tutorial](#)

Quality: 1,310 global accepts · Rating: 2400 · first AC: 2025-02-04 · last AC: 2025-02-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[temporary1's solution](#)

1431.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, fft
[temporary1's solution](#)

1432.

1054E

[Chips Puzzle](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2400 · first AC: 2024-09-30 · last AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
[temporary1's solution](#)

1433.

1482F

[Useful Edges](#) · [Tutorial](#)

Quality: 1,761 global accepts · Rating: 2400 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths
[temporary1's solution](#)

1434.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2400 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory
[temporary1's solution](#)

1435.

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers
[temporary1's solution](#)

1436.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers
[temporary1's solution](#)

1437.

1981D

[Turtle and Multiplication](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory
[temporary1's solution](#)

1438.

1980F2

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

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2024-06-07 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
[temporary1's solution](#)

1439.

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2026-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[temporary1's solution](#)

1440.

1181E1

[A Story of One Country \(Easy\)](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2500 · first AC: 2026-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, sortings

[temporary1's solution](#)

1441.

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[temporary1's solution](#)

1442.

2211E

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

Quality: 855 global accepts · Rating: 2500 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[temporary1's solution](#)

1443.

666C

[Codeword](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2026-03-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, strings

[temporary1's solution](#)

1444.

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 784 global accepts · Rating: 2500 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[temporary1's solution](#)

1445.

1248D2

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Rating: 2500 · first AC: 2026-02-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[temporary1's solution](#)

1446.

2196D

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

Quality: 993 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[temporary1's solution](#)

1447.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[temporary1's solution](#)

1448.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2026-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[temporary1's solution](#)

1449.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2500 · first AC: 2026-02-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[temporary1's solution](#)

1450.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2026-02-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees
[temporary1's solution](#)

1451.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp
[temporary1's solution](#)

1452.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2026-01-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees
[temporary1's solution](#)

1453.

1998E2

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

Quality: 900 global accepts · Rating: 2500 · first AC: 2026-01-23 · last AC: 2026-01-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation
[temporary1's solution](#)

1454.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory
[temporary1's solution](#)

1455.

2135D2

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

Quality: 991 global accepts · Rating: 2500 · first AC: 2026-01-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math
[temporary1's solution](#)

1456.

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2026-01-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities
[temporary1's solution](#)

1457.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees
[temporary1's solution](#)

1458.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[temporary1's solution](#)

1459.

1945G

[Cook and Porridge](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2500 · first AC: 2025-12-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, implementation

[temporary1's solution](#)

1460.

1611G

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

Quality: 741 global accepts · Rating: 2500 · first AC: 2025-12-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, greedy

[temporary1's solution](#)

1461.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2025-12-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[temporary1's solution](#)

1462.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[temporary1's solution](#)

1463.

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[temporary1's solution](#)

1464.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,009 global accepts · Rating: 2500 · first AC: 2025-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[temporary1's solution](#)

1465.

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2025-12-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[temporary1's solution](#)

1466.

2163D2

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

Quality: 1,500 global accepts · Rating: 2500 · first AC: 2025-12-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, math, sortings

[temporary1's solution](#)

1467.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2025-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[temporary1's solution](#)

1468.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2025-12-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[temporary1's solution](#)

1469.

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[temporary1's solution](#)

1470.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2025-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[temporary1's solution](#)

1471.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2025-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[temporary1's solution](#)

1472.

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2025-09-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, sortings

[temporary1's solution](#)

1473.

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[temporary1's solution](#)

1474.

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2025-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, number theory

[temporary1's solution](#)

1475.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,746 global accepts · Rating: 2500 · first AC: 2025-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, graph matchings

[temporary1's solution](#)

1476.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2025-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[temporary1's solution](#)

1477.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2025-08-31 · last AC: 2025-08-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[temporary1's solution](#)

1478.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2025-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, graphs, math
[temporary1's solution](#)

1479.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2025-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, strings
[temporary1's solution](#)

1480.

2101D

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

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings, two pointers
[temporary1's solution](#)

1481.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2025-08-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities
[temporary1's solution](#)

1482.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-08-30 · last AC: 2025-08-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers
[temporary1's solution](#)

1483.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2025-08-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs
[temporary1's solution](#)

1484.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers
[temporary1's solution](#)

1485.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2025-08-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math
[temporary1's solution](#)

1486.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2025-08-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation
[temporary1's solution](#)

1487.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2025-08-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[temporary1's solution](#)

1488.

837G

[Functions On The Segments](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2500 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[temporary1's solution](#)

1489.

2022E1

[Billetes MX \(Easy Version\)](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 2500 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, binary search, combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[temporary1's solution](#)

1490.

1798F

[Gifts from Grandfather Ahmed](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2500 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[temporary1's solution](#)

1491.

1903D2

[Maximum And Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2025-08-28 · last AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy

[temporary1's solution](#)

1492.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2500 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[temporary1's solution](#)

1493.

1325F

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

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2025-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[temporary1's solution](#)

1494.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[temporary1's solution](#)

1495.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[temporary1's solution](#)

1496.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[temporary1's solution](#)

1497.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2025-08-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[temporary1's solution](#)

1498.

1809F

[Traveling in Berland](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2500 · first AC: 2025-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation

[temporary1's solution](#)

1499.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[temporary1's solution](#)

1500.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[temporary1's solution](#)

1501.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[temporary1's solution](#)

1502.

2117H

[Incessant Rain](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

[temporary1's solution](#)

1503.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2025-08-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[temporary1's solution](#)

1504.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,157 global accepts · Rating: 2500 · first AC: 2025-08-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[temporary1's solution](#)

1505.

1717F

[Madoka and The First Session](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2500 · first AC: 2025-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, graphs, implementation

[temporary1's solution](#)

1506.

1661E

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

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2025-08-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[temporary1's solution](#)

1507.

2106G2

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

Quality: 610 global accepts · Rating: 2500 · first AC: 2025-08-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, divide and conquer, implementation, interactive, trees

[temporary1's solution](#)

1508.

1559D2

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

Quality: 3,065 global accepts · Rating: 2500 · first AC: 2025-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[temporary1's solution](#)

1509.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-08 · last AC: 2025-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[temporary1's solution](#)

1510.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2500 · first AC: 2025-08-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[temporary1's solution](#)

1511.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2025-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[temporary1's solution](#)

1512.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[temporary1's solution](#)

1513.

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[temporary1's solution](#)

1514.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2025-04-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[temporary1's solution](#)

1515.

2005E2

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

Quality: 1,064 global accepts · Rating: 2500 · first AC: 2025-04-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, games, greedy, implementation

[temporary1's solution](#)

1516.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2025-04-10 · last AC: 2025-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[temporary1's solution](#)

1517.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2025-02-25 · last AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[temporary1's solution](#)

1518.

2059E1

[Stop Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-04 · last AC: 2025-02-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[temporary1's solution](#)

1519.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, fft

[temporary1's solution](#)

1520.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2025-01-28 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[temporary1's solution](#)

1521.

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2025-01-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[temporary1's solution](#)

1522.

1986G2

[Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[temporary1's solution](#)

1523.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2023-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures

[temporary1's solution](#)

1524.

1681E

[Labyrinth Adventures](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2026-05-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, shortest paths

[temporary1's solution](#)

1525.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,283 global accepts · Rating: 2600 · first AC: 2026-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, trees

[temporary1's solution](#)

1526.

1739F

[Keyboard Design](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2600 · first AC: 2026-05-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, string suffix structures, strings

[temporary1's solution](#)

1527.

1700E

[Serega the Pirate](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2600 · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[temporary1's solution](#)

1528.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2026-04-13 · last AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees
[temporary1's solution](#)

1529.

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2600 · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees
[temporary1's solution](#)

1530.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings
[temporary1's solution](#)

1531.

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: math, strings
[temporary1's solution](#)

1532.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[temporary1's solution](#)

1533.

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2026-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory
[temporary1's solution](#)

1534.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2026-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[temporary1's solution](#)

1535.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2026-03-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, interactive, trees
[temporary1's solution](#)

1536.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2026-03-11 · last AC: 2026-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory
[temporary1's solution](#)

1537.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2026-03-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[temporary1's solution](#)

1538.

2064F

[We Be Summing](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 2600 · first AC: 2026-03-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[temporary1's solution](#)

1539.

1389F

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

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graph matchings, sortings

[temporary1's solution](#)

1540.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[temporary1's solution](#)

1541.

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, trees

[temporary1's solution](#)

1542.

2129D

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

Quality: 945 global accepts · Rating: 2600 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[temporary1's solution](#)

1543.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, string suffix structures, strings, trees

[temporary1's solution](#)

1544.

1493E

[Enormous XOR](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2600 · first AC: 2026-03-02 · last AC: 2026-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math, strings, two pointers

[temporary1's solution](#)

1545.

2071E

[LeaFall](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities, trees

[temporary1's solution](#)

1546.

2189E

[Majority Wins?](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2600 · first AC: 2026-02-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings

[temporary1's solution](#)

1547.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,134 global accepts · Rating: 2600 · first AC: 2026-02-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures

[temporary1's solution](#)

1548.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2026-02-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[temporary1's solution](#)

1549.

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2026-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer

[temporary1's solution](#)

1550.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,436 global accepts · Rating: 2600 · first AC: 2026-02-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[temporary1's solution](#)

1551.

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2026-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[temporary1's solution](#)

1552.

2128E2

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

Quality: 795 global accepts · Rating: 2600 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, math, two pointers

[temporary1's solution](#)

1553.

2173F

[Isla's Memory Thresholds](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2600 · first AC: 2026-02-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, math

[temporary1's solution](#)

1554.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2026-02-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[temporary1's solution](#)

1555.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,495 global accepts · Rating: 2600 · first AC: 2026-02-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[temporary1's solution](#)

1556.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[temporary1's solution](#)

1557.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, games
[temporary1's solution](#)

1558.

843C

[Upgrading Tree](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2600 · first AC: 2026-02-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math, trees
[temporary1's solution](#)

1559.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2026-02-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy
[temporary1's solution](#)

1560.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2026-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory
[temporary1's solution](#)

1561.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[temporary1's solution](#)

1562.

1398G

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

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2026-01-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, fft, math, number theory
[temporary1's solution](#)

1563.

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities
[temporary1's solution](#)

1564.

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2026-01-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive, probabilities
[temporary1's solution](#)

1565.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2026-01-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees
[temporary1's solution](#)

1566.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2026-01-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers
[temporary1's solution](#)

1567.

2085F1

[Serval and Colorful Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2600 · first AC: 2026-01-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[temporary1's solution](#)

1568.

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2026-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math
[temporary1's solution](#)

1569.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2025-12-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[temporary1's solution](#)

1570.

1569E

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

Quality: 875 global accepts · Rating: 2600 · first AC: 2025-12-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle
[temporary1's solution](#)

1571.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2025-12-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[temporary1's solution](#)

1572.

1430F

[Realistic Gameplay](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[temporary1's solution](#)

1573.

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees
[temporary1's solution](#)

1574.

2103F

[Maximize Nor](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2600 · first AC: 2025-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, implementation, sortings
[temporary1's solution](#)

1575.

1957F1

[Frequency Mismatch \(Easy Version\)](#) · [Tutorial](#)

Quality: 664 global accepts · Rating: 2600 · first AC: 2025-09-07 · last AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, hashing, probabilities, trees
[temporary1's solution](#)

1576.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2025-09-03 · last AC: 2025-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math
[temporary1's solution](#)

1577.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2025-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[temporary1's solution](#)

1578.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-08-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[temporary1's solution](#)

1579.

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2025-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[temporary1's solution](#)

1580.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-08-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[temporary1's solution](#)

1581.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2600 · first AC: 2025-08-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[temporary1's solution](#)

1582.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2025-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[temporary1's solution](#)

1583.

1977E

[Tensor](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2025-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[temporary1's solution](#)

1584.

2103E

[Keep the Sum](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2600 · first AC: 2025-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, two pointers

[temporary1's solution](#)

1585.

2022E2

[Billetes MX \(Hard Version\)](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2600 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dsu, graphs

[temporary1's solution](#)

1586.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2025-08-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, matrices

[temporary1's solution](#)

1587.

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2025-04-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[temporary1's solution](#)

1588.

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees

[temporary1's solution](#)

1589.

2004F

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

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[temporary1's solution](#)

1590.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-20 · last AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[temporary1's solution](#)

1591.

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[temporary1's solution](#)

1592.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2600 · first AC: 2024-06-24 · last AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[temporary1's solution](#)

1593.

2215E

[Star Map](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 2700 · first AC: 2026-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, geometry, greedy, sortings

[temporary1's solution](#)

1594.

1658F

[Juju and Binary String](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2700 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[temporary1's solution](#)

1595.

1956E2

[Nene vs. Monsters \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2026-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[temporary1's solution](#)

1596.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,723 global accepts · Rating: 2700 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[temporary1's solution](#)

1597.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2700 · first AC: 2025-11-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[temporary1's solution](#)

1598.

716E

[Digit Tree](#) · [Tutorial](#)

Rating: 2700 · first AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, trees

[temporary1's solution](#)

1599.

2073C

[Cactus Connectivity](#) · [Tutorial](#)

Quality: 336 global accepts · Rating: 2700 · first AC: 2025-03-13 · last AC: 2025-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[temporary1's solution](#)

1600.

2073H

[Secret Lilies and Roses](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2700 · first AC: 2025-03-09 · last AC: 2025-03-09 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[temporary1's solution](#)

1601.

2028F

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

Quality: 541 global accepts · Rating: 2700 · first AC: 2025-02-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation

[temporary1's solution](#)

1602.

2009G3

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

Quality: 532 global accepts · Rating: 2700 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation

[temporary1's solution](#)

1603.

2201F2

[Monotone Monochrome Matrices \(Hard Version\)](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, hashing, math

[temporary1's solution](#)

1604.

1765I

[Infinite Chess](#) · [Tutorial](#)

Quality: 263 global accepts · Rating: 2800 · first AC: 2026-01-25 · PyPy 3-64 (first AC) · Tags: implementation, shortest paths

[temporary1's solution](#)

1605.

1572D

[Bridge Club](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs, greedy

[temporary1's solution](#)

1606.

1993F2

[Dyn-scripted Robot \(Hard Version\)](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 2800 · first AC: 2025-04-30 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[temporary1's solution](#)

1607.

2201F1

[Monotone Monochrome Matrices \(Medium Version\)](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2900 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing

[temporary1's solution](#)

1608.

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 712 global accepts · Rating: 2900 · first AC: 2026-02-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, matrices, trees

[temporary1's solution](#)

1609.

1765J

[Hero to Zero](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, math

[temporary1's solution](#)

1610.

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[temporary1's solution](#)

1611.

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-02-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[temporary1's solution](#)

1612.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu

[temporary1's solution](#)

1613.

2227H

[Fallen Leaves](#) · [Tutorial](#)

Quality: 943 global accepts · Rating: — · first AC: 2026-04-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[temporary1's solution](#)

1614.

2227G

[Drowning](#) · [Tutorial](#)

Quality: 1,278 global accepts · Rating: — · first AC: 2026-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math

[temporary1's solution](#)

1615.

2227F

[It Just Keeps Going Sideways](#) · [Tutorial](#)

Quality: 2,740 global accepts · Rating: — · first AC: 2026-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[temporary1's solution](#)

1616.

2227E

[It All Went Sideways](#) · [Tutorial](#)

Quality: 6,018 global accepts · Rating: — · first AC: 2026-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[temporary1's solution](#)

1617.

2227D

[Palindromex](#) · [Tutorial](#)

Quality: 8,644 global accepts · Rating: — · first AC: 2026-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation, two pointers

[temporary1's solution](#)

1618.

2227C

[Snowfall](#) · [Tutorial](#)

Quality: 14,937 global accepts · Rating: — · first AC: 2026-04-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[temporary1's solution](#)

1619.

2227B

[Party Monster](#) · [Tutorial](#)

Quality: 17,919 global accepts · Rating: — · first AC: 2026-04-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[temporary1's solution](#)

1620.

2227A

[Koshary](#) · [Tutorial](#)

Quality: 19,300 global accepts · Rating: — · first AC: 2026-04-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[temporary1's solution](#)

1621.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation
[temporary1's solution](#)

1622.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,935 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[temporary1's solution](#)

1623.

2222D

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

Quality: 3,173 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings
[temporary1's solution](#)

1624.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,760 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[temporary1's solution](#)

1625.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,259 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[temporary1's solution](#)

1626.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,968 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math
[temporary1's solution](#)

1627.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: — · first AC: 2026-04-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees
[temporary1's solution](#)

1628.

2219B2

[Unique Values \(Hard version\) · Tutorial](#)

Quality: 3,204 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[temporary1's solution](#)**1629.**

2219B1

[Unique Values \(Easy version\) · Tutorial](#)

Quality: 3,597 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[temporary1's solution](#)**1630.**

2219A

[Grid L · Tutorial](#)

Quality: 8,979 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[temporary1's solution](#)**1631.**

102787B

[Pear TreaP · Tutorial](#)

Rating: — · first AC: 2026-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[temporary1's solution](#)**1632.**

102787A

[Shandom Ruffle · Tutorial](#)

Rating: — · first AC: 2026-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[temporary1's solution](#)**1633.**

106164N

[No Distance is Too Far Apart · Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[temporary1's solution](#)**1634.**

106164M

[Meticulous Manipulation · Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[temporary1's solution](#)**1635.**

106164L

[Laser · Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[temporary1's solution](#)**1636.**

106164J

[Joyeuse · Tutorial](#)

Rating: — · first AC: 2025-11-22 · last AC: 2025-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[temporary1's solution](#)**1637.**

106164I

[ICPC Extractor · Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[temporary1's solution](#)**1638.**

106164H

[Home Workout Playlist · Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[temporary1's solution](#)

1639.

106164G

[Galactic Adventure Agency](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[temporary1's solution](#)

1640.

106164F

[Festival Stroll](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[temporary1's solution](#)

1641.

106164E

[Elena and Travel Pass](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[temporary1's solution](#)

1642.

106164D

[Dungeons and Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[temporary1's solution](#)

1643.

106164C

[Challenge to the Reader](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[temporary1's solution](#)

1644.

106164B

[Bring It To Back](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[temporary1's solution](#)

1645.

106164A

[Among Us](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[temporary1's solution](#)

1646.

106118L

[Label the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[temporary1's solution](#)

1647.

106118E

[Exotic Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[temporary1's solution](#)

1648.

106118M

[Mine](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[temporary1's solution](#)

1649.

106118H

[Horse Racing](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[temporary1's solution](#)

1650.

106118B

[Balloon Trip](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[temporary1's solution](#)

1651.

106118J

[Jinglebell](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[temporary1's solution](#)

1652.

106118K

[King of Tic-Tac-Toe](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[temporary1's solution](#)

1653.

106118N

[Nobita's Homework! Help Me Doraemon](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[temporary1's solution](#)

1654.

106118A

[Arranging Teams](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[temporary1's solution](#)

1655.

106118I

[Illuminated Ray Cast](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[temporary1's solution](#)

1656.

106118C

[CK Chang's Shopping Spree](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[temporary1's solution](#)

1657.

100633D

[LWDB](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[temporary1's solution](#)

1658.

105667A

[Toy Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[temporary1's solution](#)

1659.

105667B

[Snakes on a Grid](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[temporary1's solution](#)

1660.

105666B

[Monster Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[temporary1's solution](#)

1661.

105666A

[Number Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[temporary1's solution](#)

1662.

105666C

[Not-So-Long Increasing Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[temporary1's solution](#)

1663.

105335N

[\[N\]ew YoRHa Security](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[temporary1's solution](#)

1664.

105264E

[Changes in Antwanland](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[temporary1's solution](#)

1665.

105264L

[The Shrine of the Father of Forces](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[temporary1's solution](#)

1666.

105264I

[Homies and Not Homies](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[temporary1's solution](#)

1667.

105264G

[The Elden Program](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[temporary1's solution](#)

1668.

105264H

[Good Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[temporary1's solution](#)

1669.

105264D

[Make It Minimum](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[temporary1's solution](#)

1670.

105264C

[Variety Hater](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[temporary1's solution](#)

1671.

105264F

[Tree XOR](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[temporary1's solution](#)

1672.

105264J

[Game of Primes](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[temporary1's solution](#)

1673.

105264K

[Minimum Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[temporary1's solution](#)

1674.

105264A

[Goals, Goals! Everywhere](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[temporary1's solution](#)

1675.

105264M

[Kaaa](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[temporary1's solution](#)

1676.

105259A

[Make All Equal](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[temporary1's solution](#)

1677.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2024-05-12 · last AC: 2024-05-12 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[temporary1's solution](#)

1678.

1812I

[Mountain Climber](#) · [Tutorial](#)

Quality: 289 global accepts · Rating: — · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: *special

[temporary1's solution](#)

1679.

1812H

[Expected Twist](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: — · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: *special, interactive

[temporary1's solution](#)

1680.

1812G

[Colour Vision](#) · [Tutorial](#)

Quality: 622 global accepts · Rating: — · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[temporary1's solution](#)

1681.

1812F

[Factorization](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: — · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: *special, number theory

[temporary1's solution](#)

1682.

1812E

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

Quality: 4,304 global accepts · Rating: — · first AC: 2024-05-12 · last AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: *special,

constructive algorithms, geometry, math

[temporary1's solution](#)

1683.

1812D

[Trivial Conjecture](#) · [Tutorial](#)

Quality: 4,901 global accepts · Rating: — · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, math, number theory

[temporary1's solution](#)

1684.

1812C

[Digits](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: — · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: *special

[temporary1's solution](#)

1685.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, implementation

[temporary1's solution](#)

1686.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: *special, expression parsing, strings

[temporary1's solution](#)

1687.

1952I

[Dark Matter](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: — · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks, geometry

[temporary1's solution](#)

1688.

1952J

[Help, what does it mean to be "Based"](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: — · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, constructive algorithms, expression parsing, implementation, sortings

[temporary1's solution](#)

1689.

1952H

[Palindrome](#) · [Tutorial](#)

Quality: 806 global accepts · Rating: — · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, strings

[temporary1's solution](#)

1690.

1952G

[Mathematician Takeover](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: — · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search, dfs and similar, math

[temporary1's solution](#)

1691.

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force

[temporary1's solution](#)

1692.

1952E

[Sweep Line](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: — · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: *special, combinatorics, games, math

[temporary1's solution](#)

1693.

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: — · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation
[temporary1's solution](#)

1694.

1952C

[They Have Fooled](#) · [Tutorial](#)

Quality: 3,263 global accepts · Rating: — · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, schedules
[temporary1's solution](#)

1695.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings
[temporary1's solution](#)

1696.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings
[temporary1's solution](#)