

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

<https://cfelitetracker.vercel.app>

Unique solved — tiger2005

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

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

Filters: none

Count: 1,093

1.

2200B

[Deletion Sort](#) · [Tutorial](#)

Quality: 25,453 global accepts · Rating: 800 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [bitmasks](#), [brute force](#), [greedy](#), [sortings](#)

[tiger2005's solution](#)

2.

2200A

[Eating Game](#) · [Tutorial](#)

Quality: 28,101 global accepts · Rating: 800 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [greedy](#)

[tiger2005's solution](#)

3.

2194A

[Lawn Mower](#) · [Tutorial](#)

Quality: 23,827 global accepts · Rating: 800 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [greedy](#), [math](#)

[tiger2005's solution](#)

4.

2185B

[Prefix Max](#) · [Tutorial](#)

Quality: 40,686 global accepts · Rating: 800 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#)

[tiger2005's solution](#)

5.

2185A

[Perfect Root](#) · [Tutorial](#)

Quality: 43,064 global accepts · Rating: 800 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [math](#)

[tiger2005's solution](#)

6.

2183A

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

Quality: 23,663 global accepts · Rating: 800 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: [games](#)

[tiger2005's solution](#)

7.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,573 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [strings](#)

[tiger2005's solution](#)

8.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,869 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: [brute force](#), [number theory](#)

[tiger2005's solution](#)

9.

2163A

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

Quality: 19,590 global accepts · Rating: 800 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: [brute force](#), [greedy](#), [math](#), [sortings](#)

[tiger2005's solution](#)

10.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,824 global accepts · Rating: 800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings
[tiger2005's solution](#)

11.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,717 global accepts · Rating: 800 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, implementation, math
[tiger2005's solution](#)

12.

2153B

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

Quality: 22,586 global accepts · Rating: 800 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy
[tiger2005's solution](#)

13.

2153A

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

Quality: 26,364 global accepts · Rating: 800 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[tiger2005's solution](#)

14.

2152A

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

Quality: 22,301 global accepts · Rating: 800 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[tiger2005's solution](#)

15.

2149B

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

Quality: 33,034 global accepts · Rating: 800 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[tiger2005's solution](#)

16.

2149A

[Be Positive](#) · [Tutorial](#)

Quality: 40,897 global accepts · Rating: 800 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: math
[tiger2005's solution](#)

17.

2146A

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

Quality: 21,834 global accepts · Rating: 800 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation
[tiger2005's solution](#)

18.

2147A

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

Quality: 18,626 global accepts · Rating: 800 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[tiger2005's solution](#)

19.

2143A

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

Quality: 20,698 global accepts · Rating: 800 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, two pointers
[tiger2005's solution](#)

20.

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,256 global accepts · Rating: 800 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[tiger2005's solution](#)

21.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,639 global accepts · Rating: 800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[tiger2005's solution](#)

22.

2123A

[Blackboard Game](#) · [Tutorial](#)

Quality: 41,686 global accepts · Rating: 800 · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: math
[tiger2005's solution](#)

23.

2112A

[Race](#) · [Tutorial](#)

Quality: 29,259 global accepts · Rating: 800 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[tiger2005's solution](#)

24.

2121B

[Above the Clouds](#) · [Tutorial](#)

Quality: 32,492 global accepts · Rating: 800 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings
[tiger2005's solution](#)

25.

2121A

[Letter Home](#) · [Tutorial](#)

Quality: 39,276 global accepts · Rating: 800 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[tiger2005's solution](#)

26.

2113A

[Shashliks](#) · [Tutorial](#)

Quality: 20,509 global accepts · Rating: 800 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[tiger2005's solution](#)

27.

2118A

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

Quality: 29,116 global accepts · Rating: 800 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[tiger2005's solution](#)

28.

2111A

[Energy Crystals](#) · [Tutorial](#)

Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math
[tiger2005's solution](#)

29.

2107A

[LRC and VIP](#) · [Tutorial](#)

Quality: 22,202 global accepts · Rating: 800 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory
[tiger2005's solution](#)

30.

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,948 global accepts · Rating: 800 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math
[tiger2005's solution](#)

31.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,571 global accepts · Rating: 800 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

greedy

[tiger2005's solution](#)

32.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,260 global accepts · Rating: 800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, greedy, math

[tiger2005's solution](#)

33.

2034A

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

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[tiger2005's solution](#)

34.

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,229 global accepts · Rating: 800 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[tiger2005's solution](#)

35.

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,220 global accepts · Rating: 800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[tiger2005's solution](#)

36.

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,953 global accepts · Rating: 800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[tiger2005's solution](#)

37.

2008C

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

Quality: 36,471 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[tiger2005's solution](#)

38.

2008B

[Square or Not](#) · [Tutorial](#)

Quality: 32,955 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, strings

[tiger2005's solution](#)

39.

2008A

[Sakurako's Exam](#) · [Tutorial](#)

Quality: 41,785 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[tiger2005's solution](#)

40.

2003B

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

Quality: 27,527 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[tiger2005's solution](#)

41.

2003A

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

Quality: 32,663 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[tiger2005's solution](#)

42.

2001B

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

Quality: 26,105 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[tiger2005's solution](#)

43.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,874 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[tiger2005's solution](#)

44.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,708 global accepts · Rating: 800 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[tiger2005's solution](#)

45.

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,613 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: two pointers
[tiger2005's solution](#)

46.

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,097 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, strings
[tiger2005's solution](#)

47.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[tiger2005's solution](#)

48.

1968B

[Prefiquence](#) · [Tutorial](#)

Quality: 31,435 global accepts · Rating: 800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers
[tiger2005's solution](#)

49.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,453 global accepts · Rating: 800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[tiger2005's solution](#)

50.

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,724 global accepts · Rating: 800 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: math
[tiger2005's solution](#)

51.

1914B

[Preparing for the Contest](#) · [Tutorial](#)

Quality: 33,224 global accepts · Rating: 800 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[tiger2005's solution](#)

52.

1914A

[Problemsolving Log](#) · [Tutorial](#)

Quality: 35,153 global accepts · Rating: 800 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[tiger2005's solution](#)

53.

278A

[Circle Line](#) · [Tutorial](#)

Quality: 12,823 global accepts · Rating: 800 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[tiger2005's solution](#)

54.

658A

[Bear and Reverse Radewoosh](#) · [Tutorial](#)

Quality: 7,696 global accepts · Rating: 800 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[tiger2005's solution](#)

55.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math
[tiger2005's solution](#)

56.

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,216 global accepts · Rating: 800 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[tiger2005's solution](#)

57.

1878A

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

Quality: 78,640 global accepts · Rating: 800 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[tiger2005's solution](#)

58.

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[tiger2005's solution](#)

59.

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 800 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force
[tiger2005's solution](#)

60.

1873D

[1D Eraser](#) · [Tutorial](#)

Quality: 43,002 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, two pointers
[tiger2005's solution](#)

61.

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 69,972 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[tiger2005's solution](#)

62.

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,683 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[tiger2005's solution](#)

63.

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,385 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[tiger2005's solution](#)

64.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[tiger2005's solution](#)

65.

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,791 global accepts · Rating: 800 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: math
[tiger2005's solution](#)

66.

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,934 global accepts · Rating: 800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[tiger2005's solution](#)

67.

1498A

[GCD Sum](#) · [Tutorial](#)

Quality: 24,711 global accepts · Rating: 800 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[tiger2005's solution](#)

68.

1864A

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

Quality: 21,418 global accepts · Rating: 800 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[tiger2005's solution](#)

69.

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 54,957 global accepts · Rating: 800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[tiger2005's solution](#)

70.

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,263 global accepts · Rating: 800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, strings
[tiger2005's solution](#)

71.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,314 global accepts · Rating: 800 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math
[tiger2005's solution](#)

72.

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,112 global accepts · Rating: 800 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[tiger2005's solution](#)

73.

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,453 global accepts · Rating: 800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers
[tiger2005's solution](#)

74.

1851A

[Escalator Conversations](#) · [Tutorial](#)

Quality: 31,505 global accepts · Rating: 800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[tiger2005's solution](#)

75.

401A

[Vanya and Cards](#) · [Tutorial](#)

Quality: 17,419 global accepts · Rating: 800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[tiger2005's solution](#)

76.

1850C

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

Quality: 53,535 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[tiger2005's solution](#)

77.

1850B

[Ten Words of Wisdom](#) · [Tutorial](#)

Quality: 50,374 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[tiger2005's solution](#)

78.

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,190 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[tiger2005's solution](#)

79.

822A

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

Quality: 36,796 global accepts · Rating: 800 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[tiger2005's solution](#)

80.

1627A

[Not Shading](#) · [Tutorial](#)

Quality: 24,896 global accepts · Rating: 800 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[tiger2005's solution](#)

81.

873A

[Chores](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 800 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[tiger2005's solution](#)

82.

1512A

[Spy Detected!](#) · [Tutorial](#)

Quality: 80,081 global accepts · Rating: 800 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[tiger2005's solution](#)

83.

181A

[Series of Crimes](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 800 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, implementation

[tiger2005's solution](#)

84.

1658A

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

Quality: 20,907 global accepts · Rating: 800 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[tiger2005's solution](#)

85.

1657A

[Integer Moves](#) · [Tutorial](#)

Quality: 24,893 global accepts · Rating: 800 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[tiger2005's solution](#)

86.

1651B

[Prove Him Wrong](#) · [Tutorial](#)

Quality: 20,480 global accepts · Rating: 800 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[tiger2005's solution](#)

87.

34A

[Reconnaissance 2](#) · [Tutorial](#)

Quality: 34,678 global accepts · Rating: 800 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[tiger2005's solution](#)

88.

1845A

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

Quality: 47,329 global accepts · Rating: 800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory
[tiger2005's solution](#)

89.

1842A

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

Quality: 20,796 global accepts · Rating: 800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: games, math
[tiger2005's solution](#)

90.

1843C

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

Quality: 39,493 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math, trees
[tiger2005's solution](#)

91.

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,101 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, two pointers
[tiger2005's solution](#)

92.

1843A

[Sasha and Array Coloring](#) · [Tutorial](#)

Quality: 37,307 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers
[tiger2005's solution](#)

93.

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,990 global accepts · Rating: 800 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games
[tiger2005's solution](#)

94.

1644B

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

Quality: 21,319 global accepts · Rating: 800 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation
[tiger2005's solution](#)

95.

214A

[System of Equations](#) · [Tutorial](#)

Quality: 42,910 global accepts · Rating: 800 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force
[tiger2005's solution](#)

96.

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,843 global accepts · Rating: 800 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[tiger2005's solution](#)

97.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,193 global accepts · Rating: 800 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[tiger2005's solution](#)

98.

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,624 global accepts · Rating: 800 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings
[tiger2005's solution](#)

99.

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,651 global accepts · Rating: 800 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[tiger2005's solution](#)

100.

1793A

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

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[tiger2005's solution](#)

101.

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[tiger2005's solution](#)

102.

1684A

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

Quality: 24,936 global accepts · Rating: 800 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, math, strings
[tiger2005's solution](#)

103.

1676C

[Most Similar Words](#) · [Tutorial](#)

Quality: 34,632 global accepts · Rating: 800 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math, strings
[tiger2005's solution](#)

104.

1676B

[Equal Candies](#) · [Tutorial](#)

Quality: 60,634 global accepts · Rating: 800 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[tiger2005's solution](#)

105.

1676A

[Lucky?](#) · [Tutorial](#)

Quality: 87,405 global accepts · Rating: 800 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[tiger2005's solution](#)

106.

1675A

[Food for Animals](#) · [Tutorial](#)

Quality: 36,807 global accepts · Rating: 800 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[tiger2005's solution](#)

107.

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,467 global accepts · Rating: 800 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[tiger2005's solution](#)

108.

1672A

[Log Chopping](#) · [Tutorial](#)

Quality: 16,816 global accepts · Rating: 800 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: games, implementation, math

[tiger2005's solution](#)

109.

1671A

[String Building](#) · [Tutorial](#)

Quality: 21,386 global accepts · Rating: 800 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[tiger2005's solution](#)

110.

1669C

[Odd/Even Increments](#) · [Tutorial](#)

Quality: 41,474 global accepts · Rating: 800 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[tiger2005's solution](#)

111.

1669B

[Triple](#) · [Tutorial](#)

Quality: 55,538 global accepts · Rating: 800 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[tiger2005's solution](#)

112.

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,518 global accepts · Rating: 800 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[tiger2005's solution](#)

113.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[tiger2005's solution](#)

114.

1654B

[Prefix Removals](#) · [Tutorial](#)

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

[tiger2005's solution](#)

115.

1654A

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

Quality: 19,390 global accepts · Rating: 800 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[tiger2005's solution](#)

116.

1650A

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

Quality: 37,303 global accepts · Rating: 800 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[tiger2005's solution](#)

117.

1634A

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

Quality: 24,653 global accepts · Rating: 800 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[tiger2005's solution](#)

118.

1584A

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

Quality: 15,535 global accepts · Rating: 800 · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: math
[tiger2005's solution](#)

119.

1447A

[Add Candies](#) · [Tutorial](#)

Quality: 14,451 global accepts · Rating: 800 · first AC: 2020-11-15 · last AC: 2021-11-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[tiger2005's solution](#)

120.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,678 global accepts · Rating: 800 · first AC: 2021-07-23 · last AC: 2021-11-15 · GNU C++11 (first AC) · Tags: brute force, math
[tiger2005's solution](#)

121.

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,056 global accepts · Rating: 800 · first AC: 2021-05-30 · last AC: 2021-11-10 · GNU C++11 (first AC) · Tags: implementation
[tiger2005's solution](#)

122.

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
[tiger2005's solution](#)

123.

1593A

[Elections](#) · [Tutorial](#)

Quality: 41,538 global accepts · Rating: 800 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: math
[tiger2005's solution](#)

124.

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,641 global accepts · Rating: 800 · first AC: 2021-10-10 · last AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation
[tiger2005's solution](#)

125.

1594A

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

Quality: 27,118 global accepts · Rating: 800 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: math
[tiger2005's solution](#)

126.

1592A

[Gamer Hemose](#) · [Tutorial](#)

Quality: 23,791 global accepts · Rating: 800 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings
[tiger2005's solution](#)

127.

1509A

[Average Height](#) · [Tutorial](#)

Quality: 27,201 global accepts · Rating: 800 · first AC: 2021-04-17 · last AC: 2021-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms
[tiger2005's solution](#)

128.

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,151 global accepts · Rating: 800 · first AC: 2021-06-04 · last AC: 2021-10-03 · GNU C++11 (first AC) · Tags: brute force, implementation

[tiger2005's solution](#)

129.

1551B1

[Wonderful Coloring - 1](#) · [Tutorial](#)

Quality: 31,323 global accepts · Rating: 800 · first AC: 2021-07-23 · last AC: 2021-10-03 · GNU C++11 (first AC) · Tags: greedy, strings

[tiger2005's solution](#)

130.

1551A

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

Quality: 58,341 global accepts · Rating: 800 · first AC: 2021-07-23 · last AC: 2021-10-03 · GNU C++11 (first AC) · Tags: greedy, math

[tiger2005's solution](#)

131.

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,388 global accepts · Rating: 800 · first AC: 2021-07-29 · last AC: 2021-10-03 · GNU C++11 (first AC) · Tags: greedy

[tiger2005's solution](#)

132.

1455A

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

Quality: 27,408 global accepts · Rating: 800 · first AC: 2020-11-30 · last AC: 2021-10-03 · GNU C++11 (first AC) · Tags: math, number theory

[tiger2005's solution](#)

133.

1474A

[Puzzle From the Future](#) · [Tutorial](#)

Quality: 23,358 global accepts · Rating: 800 · first AC: 2021-01-19 · last AC: 2021-10-03 · GNU C++11 (first AC) · Tags: greedy

[tiger2005's solution](#)

134.

1569A

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

Quality: 26,553 global accepts · Rating: 800 · first AC: 2021-09-08 · last AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[tiger2005's solution](#)

135.

1560C

[Infinity Table](#) · [Tutorial](#)

Quality: 27,994 global accepts · Rating: 800 · first AC: 2021-08-18 · last AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[tiger2005's solution](#)

136.

1560B

[Who's Opposite?](#) · [Tutorial](#)

Quality: 38,801 global accepts · Rating: 800 · first AC: 2021-08-18 · last AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: math

[tiger2005's solution](#)

137.

1560A

[Dislike of Threes](#) · [Tutorial](#)

Quality: 73,506 global accepts · Rating: 800 · first AC: 2021-08-18 · last AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[tiger2005's solution](#)

138.

1579A

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

Quality: 41,988 global accepts · Rating: 800 · first AC: 2021-09-28 · last AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[tiger2005's solution](#)

139.

1506A

[Strange Table](#) · [Tutorial](#)

Quality: 32,434 global accepts · Rating: 800 · first AC: 2021-03-26 · GNU C++11 (first AC) · Tags: math

[tiger2005's solution](#)

140.

1492A

[Three swimmers](#) · [Tutorial](#)

Quality: 23,381 global accepts · Rating: 800 · first AC: 2021-03-03 · last AC: 2021-03-12 · GNU C++11 (first AC) · Tags: math

[tiger2005's solution](#)

141.

1493A

[Anti-knapsack](#) · [Tutorial](#)

Quality: 19,773 global accepts · Rating: 800 · first AC: 2021-03-08 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[tiger2005's solution](#)

142.

1491A

[K-th Largest Value](#) · [Tutorial](#)

Quality: 19,024 global accepts · Rating: 800 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[tiger2005's solution](#)

143.

1453A

[Cancel the Trains](#) · [Tutorial](#)

Quality: 24,256 global accepts · Rating: 800 · first AC: 2021-02-03 · GNU C++11 (first AC) · Tags: implementation

[tiger2005's solution](#)

144.

1478A

[Nezzar and Colorful Balls](#) · [Tutorial](#)

Quality: 28,012 global accepts · Rating: 800 · first AC: 2021-02-01 · GNU C++11 (first AC) · Tags: brute force, greedy

[tiger2005's solution](#)

145.

1466B

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

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: dp, greedy

[tiger2005's solution](#)

146.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[tiger2005's solution](#)

147.

1300A

[Non-zero](#) · [Tutorial](#)

Quality: 21,666 global accepts · Rating: 800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[tiger2005's solution](#)

148.

1285A

[Mezo Playing Zoma](#) · [Tutorial](#)

Quality: 29,888 global accepts · Rating: 800 · first AC: 2020-01-10 · GNU C++11 (first AC) · Tags: math

[tiger2005's solution](#)

149.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,809 global accepts · Rating: 800 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[tiger2005's solution](#)

150.

1191A

[Tokitsukaze and Enhancement](#) · [Tutorial](#)

Quality: 18,981 global accepts · Rating: 800 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: brute force

[tiger2005's solution](#)

151.

1173A

[Nauuo and Votes](#) · [Tutorial](#)

Quality: 17,259 global accepts · Rating: 800 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: greedy

[tiger2005's solution](#)

152.

1148A

[Another One Bites The Dust](#) · [Tutorial](#)

Quality: 15,546 global accepts · Rating: 800 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: greedy

[tiger2005's solution](#)

153.

1162A

[Zoning Restrictions Again](#) · [Tutorial](#)

Quality: 8,751 global accepts · Rating: 800 · first AC: 2019-05-11 · GNU C++11 (first AC) · Tags: implementation

[tiger2005's solution](#)

154.

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,754 global accepts · Rating: 800 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[tiger2005's solution](#)

155.

2200C

[Specialty String](#) · [Tutorial](#)

Quality: 21,696 global accepts · Rating: 900 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, strings

[tiger2005's solution](#)

156.

2185C

[Shifted MEX](#) · [Tutorial](#)

Quality: 28,971 global accepts · Rating: 900 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[tiger2005's solution](#)

157.

2149C

[MEX rose](#) · [Tutorial](#)

Quality: 28,135 global accepts · Rating: 900 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[tiger2005's solution](#)

158.

2140B

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

Quality: 22,126 global accepts · Rating: 900 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[tiger2005's solution](#)

159.

2013B

[Battle for Survive](#) · [Tutorial](#)

Quality: 28,240 global accepts · Rating: 900 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[tiger2005's solution](#)

160.

893A

[Chess For Three](#) · [Tutorial](#)

Quality: 11,054 global accepts · Rating: 900 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[tiger2005's solution](#)

161.

1295A

[Display The Number](#) · [Tutorial](#)

Quality: 24,145 global accepts · Rating: 900 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[tiger2005's solution](#)

162.

1878C

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

Quality: 57,626 global accepts · Rating: 900 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: math
[tiger2005's solution](#)

163.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,572 global accepts · Rating: 900 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings
[tiger2005's solution](#)

164.

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,790 global accepts · Rating: 900 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings
[tiger2005's solution](#)

165.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,703 global accepts · Rating: 900 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math
[tiger2005's solution](#)

166.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy
[tiger2005's solution](#)

167.

1675B

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

Quality: 43,274 global accepts · Rating: 900 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[tiger2005's solution](#)

168.

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,993 global accepts · Rating: 900 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: math
[tiger2005's solution](#)

169.

1584C

[Two Arrays](#) · [Tutorial](#)

Quality: 17,703 global accepts · Rating: 900 · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[tiger2005's solution](#)

170.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,470 global accepts · Rating: 900 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: strings
[tiger2005's solution](#)

171.

1593B

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

Quality: 40,638 global accepts · Rating: 900 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, math
[tiger2005's solution](#)

172.

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,199 global accepts · Rating: 900 · first AC: 2021-06-04 · last AC: 2021-10-03 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory, sortings
[tiger2005's solution](#)

173.

1496A

[Split it!](#) · [Tutorial](#)

Quality: 22,242 global accepts · Rating: 900 · first AC: 2021-03-11 · last AC: 2021-10-03 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, strings
[tiger2005's solution](#)

174.

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,088 global accepts · Rating: 900 · first AC: 2021-04-01 · last AC: 2021-04-01 · GNU C++11 (first AC) · Tags: *special, implementation, interactive
[tiger2005's solution](#)

175.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,810 global accepts · Rating: 900 · first AC: 2021-03-02 · last AC: 2021-03-08 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation
[tiger2005's solution](#)

176.

1471A

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

Quality: 38,200 global accepts · Rating: 900 · first AC: 2021-02-02 · GNU C++11 (first AC) · Tags: greedy, math, number theory
[tiger2005's solution](#)

177.

2194B

[Offshores](#) · [Tutorial](#)

Quality: 18,412 global accepts · Rating: 1000 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math
[tiger2005's solution](#)

178.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,248 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[tiger2005's solution](#)

179.

2147B

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

Quality: 16,954 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[tiger2005's solution](#)

180.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,910 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers
[tiger2005's solution](#)

181.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,762 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy,

implementation, two pointers

[tiger2005's solution](#)

182.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,519 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[tiger2005's solution](#)

183.

2000C

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

Quality: 31,421 global accepts · Rating: 1000 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[tiger2005's solution](#)

184.

2002B

[Removals Game](#) · [Tutorial](#)

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

[tiger2005's solution](#)

185.

1968C

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

Quality: 29,262 global accepts · Rating: 1000 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[tiger2005's solution](#)

186.

1955B

[Progressive Square](#) · [Tutorial](#)

Quality: 32,262 global accepts · Rating: 1000 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

[tiger2005's solution](#)

187.

1876A

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

Quality: 34,904 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[tiger2005's solution](#)

188.

1861B

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

Quality: 24,003 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[tiger2005's solution](#)

189.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,158 global accepts · Rating: 1000 · first AC: 2023-05-27 · last AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: math

[tiger2005's solution](#)

190.

1858C

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

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

[tiger2005's solution](#)

191.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,359 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[tiger2005's solution](#)

192.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,876 global accepts · Rating: 1000 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[tiger2005's solution](#)

193.

1841B

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

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[tiger2005's solution](#)

194.

1174A

[Ehab Fails to Be Thanos](#) · [Tutorial](#)

Quality: 19,210 global accepts · Rating: 1000 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[tiger2005's solution](#)

195.

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,331 global accepts · Rating: 1000 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[tiger2005's solution](#)

196.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,311 global accepts · Rating: 1000 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[tiger2005's solution](#)

197.

1671B

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

Quality: 19,737 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[tiger2005's solution](#)

198.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,086 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[tiger2005's solution](#)

199.

1584B

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

Quality: 14,351 global accepts · Rating: 1000 · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[tiger2005's solution](#)

200.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,884 global accepts · Rating: 1000 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[tiger2005's solution](#)

201.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,937 global accepts · Rating: 1000 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[tiger2005's solution](#)

202.

1474B

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

Quality: 40,317 global accepts · Rating: 1000 · first AC: 2021-01-19 · last AC: 2021-10-03 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[tiger2005's solution](#)

203.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,861 global accepts · Rating: 1000 · first AC: 2021-09-08 · last AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[tiger2005's solution](#)

204.

1579E1

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

Quality: 25,199 global accepts · Rating: 1000 · first AC: 2021-09-28 · last AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[tiger2005's solution](#)

205.

1506C

[Double-ended Strings](#) · [Tutorial](#)

Quality: 35,613 global accepts · Rating: 1000 · first AC: 2021-03-26 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[tiger2005's solution](#)

206.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,957 global accepts · Rating: 1000 · first AC: 2019-07-17 · last AC: 2021-02-09 · GNU C++11 (first AC) · Tags: binary search, brute force, math

[tiger2005's solution](#)

207.

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2019-07-17 · last AC: 2021-02-09 · GNU C++11 (first AC) · Tags: greedy, math

[tiger2005's solution](#)

208.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,881 global accepts · Rating: 1000 · first AC: 2021-02-01 · last AC: 2021-02-07 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math

[tiger2005's solution](#)

209.

1447B

[Numbers Box](#) · [Tutorial](#)

Quality: 26,438 global accepts · Rating: 1000 · first AC: 2020-11-15 · last AC: 2021-02-03 · GNU C++11 (first AC) · Tags: greedy, math

[tiger2005's solution](#)

210.

1469A

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

Quality: 30,031 global accepts · Rating: 1000 · first AC: 2021-02-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[tiger2005's solution](#)

211.

1300B

[Assigning to Classes](#) · [Tutorial](#)

Quality: 25,911 global accepts · Rating: 1000 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[tiger2005's solution](#)

212.

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,104 global accepts · Rating: 1000 · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: brute force, math

[tiger2005's solution](#)

213.

2185D

[OutOfMemoryError](#) · [Tutorial](#)

Quality: 20,677 global accepts · Rating: 1100 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, two pointers

[tiger2005's solution](#)

214.

2183B

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

Quality: 16,169 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[tiger2005's solution](#)

215.

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,920 global accepts · Rating: 1100 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[tiger2005's solution](#)

216.

1873E

[Building an Aquarium](#) · [Tutorial](#)

Quality: 43,451 global accepts · Rating: 1100 · first AC: 2023-09-21 · last AC: 2025-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings

[tiger2005's solution](#)

217.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,997 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[tiger2005's solution](#)

218.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,113 global accepts · Rating: 1100 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[tiger2005's solution](#)

219.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,435 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, two pointers

[tiger2005's solution](#)

220.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,883 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, math

[tiger2005's solution](#)

221.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,800 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[tiger2005's solution](#)

222.

2103B

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

Quality: 17,705 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[tiger2005's solution](#)

223.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,568 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings
[tiger2005's solution](#)

224.

2009C

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

Quality: 33,007 global accepts · Rating: 1100 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[tiger2005's solution](#)

225.

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,445 global accepts · Rating: 1100 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, dsu, graphs, math
[tiger2005's solution](#)

226.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
[tiger2005's solution](#)

227.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,523 global accepts · Rating: 1100 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[tiger2005's solution](#)

228.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,612 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[tiger2005's solution](#)

229.

1862C

[Flower City Fence](#) · [Tutorial](#)

Quality: 23,081 global accepts · Rating: 1100 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings
[tiger2005's solution](#)

230.

1850E

[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 34,993 global accepts · Rating: 1100 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, implementation, math
[tiger2005's solution](#)

231.

1842B

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

Quality: 25,531 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[tiger2005's solution](#)

232.

1811C

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

Quality: 22,227 global accepts · Rating: 1100 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[tiger2005's solution](#)

233.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[tiger2005's solution](#)

234.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,063 global accepts · Rating: 1100 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[tiger2005's solution](#)

235.

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,291 global accepts · Rating: 1100 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[tiger2005's solution](#)

236.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,034 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[tiger2005's solution](#)

237.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,598 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, two pointers
[tiger2005's solution](#)

238.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,421 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[tiger2005's solution](#)

239.

1656B

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

Quality: 26,802 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, two pointers
[tiger2005's solution](#)

240.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[tiger2005's solution](#)

241.

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,802 global accepts · Rating: 1100 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[tiger2005's solution](#)

242.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,135 global accepts · Rating: 1100 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math
[tiger2005's solution](#)

243.

1509B

[TMT Document](#) · [Tutorial](#)

Quality: 23,054 global accepts · Rating: 1100 · first AC: 2021-04-17 · last AC: 2021-10-03 · GNU C++11 (first AC) · Tags: greedy
[tiger2005's solution](#)

244.

1523B

[Lord of the Values](#) · [Tutorial](#)

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · last AC: 2021-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms
[tiger2005's solution](#)

245.

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,444 global accepts · Rating: 1100 · first AC: 2020-11-30 · last AC: 2021-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, games, math
[tiger2005's solution](#)

246.

1496B

[Max and Mex](#) · [Tutorial](#)

Quality: 18,278 global accepts · Rating: 1100 · first AC: 2021-03-11 · last AC: 2021-10-03 · GNU C++11 (first AC) · Tags: math
[tiger2005's solution](#)

247.

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,886 global accepts · Rating: 1100 · first AC: 2021-09-28 · last AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[tiger2005's solution](#)

248.

1506B

[Partial Replacement](#) · [Tutorial](#)

Quality: 21,149 global accepts · Rating: 1100 · first AC: 2021-03-26 · GNU C++11 (first AC) · Tags: greedy, implementation
[tiger2005's solution](#)

249.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,396 global accepts · Rating: 1100 · first AC: 2021-03-03 · last AC: 2021-03-12 · GNU C++11 (first AC) · Tags: data structures, greedy, math
[tiger2005's solution](#)

250.

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,932 global accepts · Rating: 1100 · first AC: 2021-02-02 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math
[tiger2005's solution](#)

251.

1173B

[Nauuo and Chess](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1100 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[tiger2005's solution](#)

252.

1157A

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

Quality: 16,566 global accepts · Rating: 1100 · first AC: 2019-04-26 · GNU C++11 (first AC) · Tags: implementation
[tiger2005's solution](#)

253.

1066A

[Vova and Train](#) · [Tutorial](#)

Quality: 15,427 global accepts · Rating: 1100 · first AC: 2018-10-12 · GNU C++11 (first AC) · Tags: math
[tiger2005's solution](#)

254.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,127 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[tiger2005's solution](#)

255.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,548 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[tiger2005's solution](#)

256.

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,348 global accepts · Rating: 1200 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: strings

[tiger2005's solution](#)

257.

2135A

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

Quality: 18,327 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[tiger2005's solution](#)

258.

2121C

[Those Who Are With Us](#) · [Tutorial](#)

Quality: 21,740 global accepts · Rating: 1200 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[tiger2005's solution](#)

259.

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,622 global accepts · Rating: 1200 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[tiger2005's solution](#)

260.

2118B

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

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[tiger2005's solution](#)

261.

2053B

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

Quality: 16,975 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[tiger2005's solution](#)

262.

2003C

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

Quality: 21,658 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[tiger2005's solution](#)

263.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,834 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers

[tiger2005's solution](#)

264.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[tiger2005's solution](#)

265.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,075 global accepts · Rating: 1200 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[tiger2005's solution](#)

266.

645A

[Amity Assessment](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1200 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[tiger2005's solution](#)

267.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,015 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[tiger2005's solution](#)

268.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,107 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[tiger2005's solution](#)

269.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,888 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[tiger2005's solution](#)

270.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,689 global accepts · Rating: 1200 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[tiger2005's solution](#)

271.

1029B

[Creating the Contest](#) · [Tutorial](#)

Quality: 18,464 global accepts · Rating: 1200 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[tiger2005's solution](#)

272.

1076B

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

Quality: 14,585 global accepts · Rating: 1200 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[tiger2005's solution](#)

273.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,705 global accepts · Rating: 1200 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[tiger2005's solution](#)

274.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,091 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data

structures, two pointers

[tiger2005's solution](#)

275.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,381 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[tiger2005's solution](#)

276.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation

[tiger2005's solution](#)

277.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,252 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, strings

[tiger2005's solution](#)

278.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[tiger2005's solution](#)

279.

1650C

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

Quality: 18,513 global accepts · Rating: 1200 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, hashing, implementation, sortings

[tiger2005's solution](#)

280.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[tiger2005's solution](#)

281.

1586B

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

Rating: 1200 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, trees

[tiger2005's solution](#)

282.

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,652 global accepts · Rating: 1200 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[tiger2005's solution](#)

283.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,331 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings

[tiger2005's solution](#)

284.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,160 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[tiger2005's solution](#)

285.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,234 global accepts · Rating: 1200 · first AC: 2020-11-30 · last AC: 2021-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[tiger2005's solution](#)

286.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-03-11 · last AC: 2021-10-03 · GNU C++11 (first AC) · Tags: geometry, greedy, math, sortings

[tiger2005's solution](#)

287.

1496C

[Diamond Miner](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-03-11 · GNU C++11 (first AC) · Tags: geometry, greedy, sortings

[tiger2005's solution](#)

288.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: brute force, math

[tiger2005's solution](#)

289.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: dp, greedy

[tiger2005's solution](#)

290.

1191B

[Tokitsukaze and Mahjong](#) · [Tutorial](#)

Quality: 9,864 global accepts · Rating: 1200 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: brute force, implementation

[tiger2005's solution](#)

291.

1153B

[Serval and Toy Bricks](#) · [Tutorial](#)

Quality: 9,403 global accepts · Rating: 1200 · first AC: 2019-04-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[tiger2005's solution](#)

292.

2200D

[Portal](#) · [Tutorial](#)

Quality: 11,777 global accepts · Rating: 1300 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[tiger2005's solution](#)

293.

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,897 global accepts · Rating: 1300 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[tiger2005's solution](#)

294.

2152B

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

Quality: 12,852 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games

[tiger2005's solution](#)

295.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,688 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation

[tiger2005's solution](#)

296.

2146C

[Wrong Binary Search](#) · [Tutorial](#)

Quality: 13,310 global accepts · Rating: 1300 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms

[tiger2005's solution](#)

297.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,098 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[tiger2005's solution](#)

298.

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[tiger2005's solution](#)

299.

2129A

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

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[tiger2005's solution](#)

300.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,719 global accepts · Rating: 1300 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[tiger2005's solution](#)

301.

2121D

[1709](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[tiger2005's solution](#)

302.

2118C

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

Quality: 18,474 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, greedy, math

[tiger2005's solution](#)

303.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: two pointers

[tiger2005's solution](#)

304.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,425 global accepts · Rating: 1300 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[tiger2005's solution](#)

305.

1955C

[Inhabitant of the Deep Sea](#) · [Tutorial](#)

Quality: 24,495 global accepts · Rating: 1300 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[tiger2005's solution](#)

306.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,415 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy
[tiger2005's solution](#)

307.

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,702 global accepts · Rating: 1300 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers
[tiger2005's solution](#)

308.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers
[tiger2005's solution](#)

309.

1159B

[Expansion coefficient of the array](#) · [Tutorial](#)

Quality: 7,850 global accepts · Rating: 1300 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[tiger2005's solution](#)

310.

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,667 global accepts · Rating: 1300 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[tiger2005's solution](#)

311.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,279 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[tiger2005's solution](#)

312.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,838 global accepts · Rating: 1300 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math
[tiger2005's solution](#)

313.

1851D

[Prefix Permutation Sums](#) · [Tutorial](#)

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[tiger2005's solution](#)

314.

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1300 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory
[tiger2005's solution](#)

315.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,186 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[tiger2005's solution](#)

316.

1676G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

Quality: 23,996 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[tiger2005's solution](#)

317.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,771 global accepts · Rating: 1300 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: graphs, implementation, trees

[tiger2005's solution](#)

318.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,103 global accepts · Rating: 1300 · first AC: 2022-04-21 · last AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[tiger2005's solution](#)

319.

1650D

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

Quality: 14,689 global accepts · Rating: 1300 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[tiger2005's solution](#)

320.

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2021-11-17 · last AC: 2021-11-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[tiger2005's solution](#)

321.

1601A

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

Quality: 21,087 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[tiger2005's solution](#)

322.

1594E1

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

Quality: 12,194 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[tiger2005's solution](#)

323.

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,457 global accepts · Rating: 1300 · first AC: 2021-08-18 · last AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings

[tiger2005's solution](#)

324.

1493B

[Planet Lapituletti](#) · [Tutorial](#)

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-03-08 · GNU C++11 (first AC) · Tags: brute force, implementation

[tiger2005's solution](#)

325.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,636 global accepts · Rating: 1300 · first AC: 2021-02-01 · last AC: 2021-02-07 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, math

[tiger2005's solution](#)

326.

1471C

[Strange Birthday Party](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-02-02 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings

[tiger2005's solution](#)

327.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,727 global accepts · Rating: 1300 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[tiger2005's solution](#)

328.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,719 global accepts · Rating: 1300 · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[tiger2005's solution](#)

329.

1447C

[Knapsack](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-11-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[tiger2005's solution](#)

330.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,824 global accepts · Rating: 1300 · first AC: 2020-01-10 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[tiger2005's solution](#)

331.

1157C1

[Increasing Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 13,454 global accepts · Rating: 1300 · first AC: 2019-04-26 · GNU C++11 (first AC) · Tags: greedy

[tiger2005's solution](#)

332.

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1300 · first AC: 2019-04-26 · GNU C++11 (first AC) · Tags: greedy

[tiger2005's solution](#)

333.

2190B1

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

Quality: 10,670 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[tiger2005's solution](#)

334.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,698 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[tiger2005's solution](#)

335.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,215 global accepts · Rating: 1400 · first AC: 2025-10-03 · last AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[tiger2005's solution](#)

336.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,382 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[tiger2005's solution](#)

337.

2111D

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

Quality: 11,988 global accepts · Rating: 1400 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[tiger2005's solution](#)

338.

2034C

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

Quality: 9,138 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[tiger2005's solution](#)

339.

79B

[Colorful Field](#) · [Tutorial](#)

Quality: 7,990 global accepts · Rating: 1400 · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[tiger2005's solution](#)

340.

2013C

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

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, strings

[tiger2005's solution](#)

341.

2009D

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

Quality: 18,773 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[tiger2005's solution](#)

342.

2009E

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

Quality: 17,664 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[tiger2005's solution](#)

343.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,665 global accepts · Rating: 1400 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[tiger2005's solution](#)

344.

2000E

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

Quality: 16,221 global accepts · Rating: 1400 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, math

[tiger2005's solution](#)

345.

1955D

[Inaccurate Subsequence Search](#) · [Tutorial](#)

Quality: 18,579 global accepts · Rating: 1400 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[tiger2005's solution](#)

346.

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,241 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, sortings
[tiger2005's solution](#)

347.

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,748 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings
[tiger2005's solution](#)

348.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,959 global accepts · Rating: 1400 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy
[tiger2005's solution](#)

349.

1860C

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

Quality: 15,561 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy
[tiger2005's solution](#)

350.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[tiger2005's solution](#)

351.

1676H1

[Maximum Crossings \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,326 global accepts · Rating: 1400 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force
[tiger2005's solution](#)

352.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings
[tiger2005's solution](#)

353.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,761 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings
[tiger2005's solution](#)

354.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,298 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math
[tiger2005's solution](#)

355.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory
[tiger2005's solution](#)

356.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,723 global accepts · Rating: 1400 · first AC: 2021-06-04 · last AC: 2021-10-03 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[tiger2005's solution](#)

357.

1551B2

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

Quality: 16,663 global accepts · Rating: 1400 · first AC: 2021-07-23 · last AC: 2021-10-03 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[tiger2005's solution](#)

358.

1579D

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

Quality: 18,420 global accepts · Rating: 1400 · first AC: 2021-09-28 · last AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[tiger2005's solution](#)

359.

1505C

[Fibonacci Words](#) · [Tutorial](#)

Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-04-01 · GNU C++11 (first AC) · Tags: *special, implementation

[tiger2005's solution](#)

360.

1506D

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

Quality: 25,531 global accepts · Rating: 1400 · first AC: 2021-03-26 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[tiger2005's solution](#)

361.

1494B

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

Quality: 15,316 global accepts · Rating: 1400 · first AC: 2021-03-02 · last AC: 2021-03-08 · GNU C++11 (first AC) · Tags: bitmasks, brute force, greedy, implementation

[tiger2005's solution](#)

362.

1195C

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

Quality: 34,832 global accepts · Rating: 1400 · first AC: 2019-07-17 · last AC: 2021-02-09 · GNU C++11 (first AC) · Tags: dp

[tiger2005's solution](#)

363.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2021-02-03 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[tiger2005's solution](#)

364.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,134 global accepts · Rating: 1400 · first AC: 2020-01-10 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[tiger2005's solution](#)

365.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: math, number theory

[tiger2005's solution](#)

366.

1191C

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

Rating: 1400 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: implementation

[tiger2005's solution](#)

367.

1066C

[Books Queries](#) · [Tutorial](#)

Quality: 10,358 global accepts · Rating: 1400 · first AC: 2018-10-12 · GNU C++11 (first AC) · Tags: implementation

[tiger2005's solution](#)

368.

2200E

[Divisive Battle](#) · [Tutorial](#)

Quality: 8,061 global accepts · Rating: 1500 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math, number theory

[tiger2005's solution](#)

369.

2185E

[The Robotic Rush](#) · [Tutorial](#)

Quality: 10,217 global accepts · Rating: 1500 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[tiger2005's solution](#)

370.

2183D1

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

Quality: 8,851 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[tiger2005's solution](#)

371.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,668 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers

[tiger2005's solution](#)

372.

2153C

[Symmetrical Polygons](#) · [Tutorial](#)

Quality: 11,771 global accepts · Rating: 1500 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[tiger2005's solution](#)

373.

2149E

[Hidden Knowledge of the Ancients](#) · [Tutorial](#)

Quality: 9,272 global accepts · Rating: 1500 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[tiger2005's solution](#)

374.

2146D1

[Max Sum OR \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,457 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[tiger2005's solution](#)

375.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,739 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[tiger2005's solution](#)

376.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,367 global accepts · Rating: 1500 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games, greedy
[tiger2005's solution](#)

377.

2121E

[Sponsor of Your Problems](#) · [Tutorial](#)

Quality: 14,681 global accepts · Rating: 1500 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings
[tiger2005's solution](#)

378.

2115A

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

Quality: 14,951 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory
[tiger2005's solution](#)

379.

2107C

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

Quality: 12,094 global accepts · Rating: 1500 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math
[tiger2005's solution](#)

380.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,331 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math
[tiger2005's solution](#)

381.

743C

[Vladik and fractions](#) · [Tutorial](#)

Quality: 13,402 global accepts · Rating: 1500 · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[tiger2005's solution](#)

382.

978D

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

Quality: 9,955 global accepts · Rating: 1500 · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math
[tiger2005's solution](#)

383.

2008E

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

Quality: 13,218 global accepts · Rating: 1500 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings
[tiger2005's solution](#)

384.

2003D1

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

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[tiger2005's solution](#)

385.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,796 global accepts · Rating: 1500 · first AC: 2024-08-20 · last AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[tiger2005's solution](#)

386.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,373 global accepts · Rating: 1500 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[tiger2005's solution](#)

387.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,568 global accepts · Rating: 1500 · first AC: 2024-07-31 · last AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[tiger2005's solution](#)

388.

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[tiger2005's solution](#)

389.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,462 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[tiger2005's solution](#)

390.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,841 global accepts · Rating: 1500 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[tiger2005's solution](#)

391.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,027 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[tiger2005's solution](#)

392.

1851E

[Nastya and Potions](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1500 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[tiger2005's solution](#)

393.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,473 global accepts · Rating: 1500 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[tiger2005's solution](#)

394.

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,493 global accepts · Rating: 1500 · first AC: 2023-07-15 · last AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, shortest paths

[tiger2005's solution](#)

395.

1842C

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

Quality: 16,492 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[tiger2005's solution](#)

396.

354A

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,658 global accepts · Rating: 1500 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[tiger2005's solution](#)

397.

958F1

[Lightsabers \(easy\)](#) · [Tutorial](#)

Quality: 1,816 global accepts · Rating: 1500 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[tiger2005's solution](#)

398.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, math, number theory

[tiger2005's solution](#)

399.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,009 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[tiger2005's solution](#)

400.

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,263 global accepts · Rating: 1500 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[tiger2005's solution](#)

401.

1675E

[Replace With the Previous, Minimize](#) · [Tutorial](#)

Quality: 12,086 global accepts · Rating: 1500 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: dsu, greedy, strings

[tiger2005's solution](#)

402.

1551C

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

Quality: 14,541 global accepts · Rating: 1500 · first AC: 2021-07-23 · last AC: 2021-10-03 · GNU C++11 (first AC) · Tags: greedy, sortings, strings

[tiger2005's solution](#)

403.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,351 global accepts · Rating: 1500 · first AC: 2021-09-08 · last AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[tiger2005's solution](#)

404.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,655 global accepts · Rating: 1500 · first AC: 2021-09-28 · last AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[tiger2005's solution](#)

405.

1506E

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

Quality: 14,194 global accepts · Rating: 1500 · first AC: 2021-03-26 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[tiger2005's solution](#)

406.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,494 global accepts · Rating: 1500 · first AC: 2021-03-03 · last AC: 2021-03-12 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[tiger2005's solution](#)

407.

1195D1

[Submarine in the Rybinsk Sea \(easy edition\)](#) · [Tutorial](#)

Quality: 8,199 global accepts · Rating: 1500 · first AC: 2019-07-17 · last AC: 2021-02-09 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[tiger2005's solution](#)

408.

1439A1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[tiger2005's solution](#)

409.

1300C

[Anu Has a Function](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[tiger2005's solution](#)

410.

1136C

[Nastya Is Transposing Matrices](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1500 · first AC: 2019-03-16 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[tiger2005's solution](#)

411.

1066B

[Heaters](#) · [Tutorial](#)

Quality: 9,380 global accepts · Rating: 1500 · first AC: 2018-10-12 · GNU C++11 (first AC) · Tags: greedy, two pointers

[tiger2005's solution](#)

412.

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,847 global accepts · Rating: 1600 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[tiger2005's solution](#)

413.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,443 global accepts · Rating: 1600 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[tiger2005's solution](#)

414.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,259 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[tiger2005's solution](#)

415.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,551 global accepts · Rating: 1600 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, sortings

[tiger2005's solution](#)

416.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,605 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[tiger2005's solution](#)

417.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,614 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[tiger2005's solution](#)

418.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,972 global accepts · Rating: 1600 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[tiger2005's solution](#)

419.

849B

[Tell Your World](#) · [Tutorial](#)

Quality: 3,996 global accepts · Rating: 1600 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry

[tiger2005's solution](#)

420.

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,991 global accepts · Rating: 1600 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms

[tiger2005's solution](#)

421.

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation

[tiger2005's solution](#)

422.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[tiger2005's solution](#)

423.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,254 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[tiger2005's solution](#)

424.

949A

[Zebras](#) · [Tutorial](#)

Quality: 5,655 global accepts · Rating: 1600 · first AC: 2021-11-25 · last AC: 2024-08-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[tiger2005's solution](#)

425.

476C

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

Quality: 6,026 global accepts · Rating: 1600 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: math

[tiger2005's solution](#)

426.

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,384 global accepts · Rating: 1600 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[tiger2005's solution](#)

427.

888D

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

Quality: 10,502 global accepts · Rating: 1600 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[tiger2005's solution](#)

428.

814C

[An impassioned circulation of affection](#) · [Tutorial](#)

Quality: 7,733 global accepts · Rating: 1600 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, strings, two pointers

[tiger2005's solution](#)

429.

1660E

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

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[tiger2005's solution](#)

430.

954D

[Fight Against Traffic](#) · [Tutorial](#)

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[tiger2005's solution](#)

431.

1243B2

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

Quality: 7,307 global accepts · Rating: 1600 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: strings

[tiger2005's solution](#)

432.

1059C

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

Quality: 7,533 global accepts · Rating: 1600 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[tiger2005's solution](#)

433.

992B

[Nastya Studies Informatics](#) · [Tutorial](#)

Quality: 6,769 global accepts · Rating: 1600 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[tiger2005's solution](#)

434.

231C

[To Add or Not to Add](#) · [Tutorial](#)

Quality: 9,698 global accepts · Rating: 1600 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers

[tiger2005's solution](#)

435.

570C

[Replacement](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1600 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, implementation

[tiger2005's solution](#)

436.

1196D2

[RGB Substring \(hard version\)](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1600 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation,

two pointers

[tiger2005's solution](#)

437.

1321C

[Remove Adjacent](#) · [Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[tiger2005's solution](#)

438.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,216 global accepts · Rating: 1600 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, games

[tiger2005's solution](#)

439.

1151D

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

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2024-06-21 · last AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[tiger2005's solution](#)

440.

1282B2

[K for the Price of One \(Hard Version\)](#) · [Tutorial](#)

Quality: 11,009 global accepts · Rating: 1600 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[tiger2005's solution](#)

441.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,194 global accepts · Rating: 1600 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, greedy, math

[tiger2005's solution](#)

442.

1886C

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

Quality: 16,595 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[tiger2005's solution](#)

443.

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,107 global accepts · Rating: 1600 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[tiger2005's solution](#)

444.

1861C

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

Quality: 12,313 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[tiger2005's solution](#)

445.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[tiger2005's solution](#)

446.

1849C

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

Quality: 12,530 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[tiger2005's solution](#)

447.

924B

[Three-level Laser](#) · [Tutorial](#)

Quality: 5,618 global accepts · Rating: 1600 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers

[tiger2005's solution](#)

448.

1843E

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

Quality: 17,805 global accepts · Rating: 1600 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[tiger2005's solution](#)

449.

244B

[Undoubtedly Lucky Numbers](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1600 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[tiger2005's solution](#)

450.

1165D

[Almost All Divisors](#) · [Tutorial](#)

Quality: 19,718 global accepts · Rating: 1600 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[tiger2005's solution](#)

451.

1085C

[Connect Three](#) · [Tutorial](#)

Quality: 5,643 global accepts · Rating: 1600 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[tiger2005's solution](#)

452.

500C

[New Year Book Reading](#) · [Tutorial](#)

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[tiger2005's solution](#)

453.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[tiger2005's solution](#)

454.

500B

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

Quality: 9,600 global accepts · Rating: 1600 · first AC: 2023-05-27 · last AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[tiger2005's solution](#)

455.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[tiger2005's solution](#)

456.

1811D

[Umka and a Long Flight](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1600 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[tiger2005's solution](#)

457.

1795D

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

Quality: 13,068 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[tiger2005's solution](#)

458.

1687A

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

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[tiger2005's solution](#)

459.

1671D

[Insert a Progression](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1600 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[tiger2005's solution](#)

460.

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-04-01 · last AC: 2021-11-16 · GNU C++11 (first AC) · Tags: *special, implementation, number theory

[tiger2005's solution](#)

461.

1593E

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

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[tiger2005's solution](#)

462.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · last AC: 2021-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[tiger2005's solution](#)

463.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,606 global accepts · Rating: 1600 · first AC: 2021-04-03 · last AC: 2021-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[tiger2005's solution](#)

464.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · last AC: 2021-10-03 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[tiger2005's solution](#)

465.

1455D

[Sequence and Swaps](#) · [Tutorial](#)

Quality: 13,204 global accepts · Rating: 1600 · first AC: 2020-11-30 · last AC: 2021-10-03 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[tiger2005's solution](#)

466.

1476C

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

Quality: 12,300 global accepts · Rating: 1600 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: dp, graphs, greedy

[tiger2005's solution](#)

467.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: binary search, brute force, two pointers
[tiger2005's solution](#)

468.

2215A

[Interval Mod](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 1700 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math
[tiger2005's solution](#)

469.

2185F

[BattleCows](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1700 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, implementation
[tiger2005's solution](#)

470.

2163B

[Sigá ta Kymata](#) · [Tutorial](#)

Quality: 9,129 global accepts · Rating: 1700 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[tiger2005's solution](#)

471.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
[tiger2005's solution](#)

472.

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,130 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive
[tiger2005's solution](#)

473.

176B

[Word Cut](#) · [Tutorial](#)

Quality: 2,388 global accepts · Rating: 1700 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: dp
[tiger2005's solution](#)

474.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,747 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math
[tiger2005's solution](#)

475.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,048 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math
[tiger2005's solution](#)

476.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,487 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[tiger2005's solution](#)

477.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,337 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[tiger2005's solution](#)

478.

2112D

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

Quality: 9,440 global accepts · Rating: 1700 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[tiger2005's solution](#)

479.

2113C

[Smilo and Minecraft](#) · [Tutorial](#)

Quality: 7,974 global accepts · Rating: 1700 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[tiger2005's solution](#)

480.

2118D1

[Red Light, Green Light \(Easy version\)](#) · [Tutorial](#)

Quality: 8,454 global accepts · Rating: 1700 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[tiger2005's solution](#)

481.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[tiger2005's solution](#)

482.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[tiger2005's solution](#)

483.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[tiger2005's solution](#)

484.

2009F

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

Quality: 8,488 global accepts · Rating: 1700 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, flows, math

[tiger2005's solution](#)

485.

2006A

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

Quality: 9,365 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[tiger2005's solution](#)

486.

850A

[Five Dimensional Points](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math

[tiger2005's solution](#)

487.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, implementation

[tiger2005's solution](#)

488.

689C

[Mike and Chocolate Thieves](#) · [Tutorial](#)

Quality: 6,174 global accepts · Rating: 1700 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, math

[tiger2005's solution](#)

489.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,876 global accepts · Rating: 1700 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math

[tiger2005's solution](#)

490.

464A

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

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[tiger2005's solution](#)

491.

578A

[A Problem about Polyline](#) · [Tutorial](#)

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[tiger2005's solution](#)

492.

729D

[Sea Battle](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1700 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[tiger2005's solution](#)

493.

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[tiger2005's solution](#)

494.

1936A

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

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-08-03 · last AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[tiger2005's solution](#)

495.

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math

[tiger2005's solution](#)

496.

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[tiger2005's solution](#)

497.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures

[tiger2005's solution](#)

498.

798C

[Mike and gcd problem](#) · [Tutorial](#)

Quality: 6,370 global accepts · Rating: 1700 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, number theory

[tiger2005's solution](#)

499.

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[tiger2005's solution](#)

500.

1594D

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

Quality: 9,395 global accepts · Rating: 1700 · first AC: 2021-10-08 · last AC: 2024-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[tiger2005's solution](#)

501.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1700 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu

[tiger2005's solution](#)

502.

489D

[Unbearable Controversy of Being](#) · [Tutorial](#)

Quality: 7,050 global accepts · Rating: 1700 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, graphs

[tiger2005's solution](#)

503.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-23 · last AC: 2024-07-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[tiger2005's solution](#)

504.

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[tiger2005's solution](#)

505.

1085D

[Minimum Diameter Tree](#) · [Tutorial](#)

Quality: 5,907 global accepts · Rating: 1700 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, trees

[tiger2005's solution](#)

506.

833A

[The Meaningless Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[tiger2005's solution](#)

507.

678D

[Iterated Linear Function](#) · [Tutorial](#)

Quality: 5,403 global accepts · Rating: 1700 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[tiger2005's solution](#)

508.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[tiger2005's solution](#)

509.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,768 global accepts · Rating: 1700 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[tiger2005's solution](#)

510.

1153C

[Serval and Parenthesis Sequence](#) · [Tutorial](#)

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2019-04-13 · last AC: 2024-06-12 · GNU C++11 (first AC) · Tags: greedy, strings

[tiger2005's solution](#)

511.

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,548 global accepts · Rating: 1700 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[tiger2005's solution](#)

512.

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1700 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[tiger2005's solution](#)

513.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[tiger2005's solution](#)

514.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,318 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[tiger2005's solution](#)

515.

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[tiger2005's solution](#)

516.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[tiger2005's solution](#)

517.

405D

[Toy Sum](#) · [Tutorial](#)

Quality: 3,287 global accepts · Rating: 1700 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[tiger2005's solution](#)

518.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[tiger2005's solution](#)

519.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[tiger2005's solution](#)

520.

949B

[A Leapfrog in the Array](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1700 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[tiger2005's solution](#)

521.

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[tiger2005's solution](#)

522.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,484 global accepts · Rating: 1700 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[tiger2005's solution](#)

523.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-03 · last AC: 2021-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, games, interactive

[tiger2005's solution](#)

524.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-07-23 · last AC: 2021-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[tiger2005's solution](#)

525.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,797 global accepts · Rating: 1700 · first AC: 2021-07-29 · last AC: 2021-10-03 · GNU C++11 (first AC) · Tags: bitmasks, brute force, greedy, math

[tiger2005's solution](#)

526.

1474C

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

Quality: 14,158 global accepts · Rating: 1700 · first AC: 2021-01-19 · last AC: 2021-10-03 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[tiger2005's solution](#)

527.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1700 · first AC: 2021-09-28 · last AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[tiger2005's solution](#)

528.

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 1700 · first AC: 2021-09-28 · last AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[tiger2005's solution](#)

529.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[tiger2005's solution](#)

530.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,783 global accepts · Rating: 1700 · first AC: 2020-04-25 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[tiger2005's solution](#)

531.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[tiger2005's solution](#)

532.

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,888 global accepts · Rating: 1700 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[tiger2005's solution](#)

533.

2185G

[Mixing MEXes](#) · [Tutorial](#)

Quality: 3,306 global accepts · Rating: 1800 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math

[tiger2005's solution](#)

534.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,963 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two pointers

[tiger2005's solution](#)

535.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1800 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[tiger2005's solution](#)

536.

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,393 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[tiger2005's solution](#)

537.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[tiger2005's solution](#)

538.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[tiger2005's solution](#)

539.

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[tiger2005's solution](#)

540.

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,118 global accepts · Rating: 1800 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers

[tiger2005's solution](#)

541.

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,797 global accepts · Rating: 1800 · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings

[tiger2005's solution](#)

542.

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1800 · first AC: 2024-09-01 · last AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[tiger2005's solution](#)

543.

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[tiger2005's solution](#)

544.

1290B

[Irreducible Anagrams](#) · [Tutorial](#)

Quality: 7,153 global accepts · Rating: 1800 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[tiger2005's solution](#)

545.

432C

[Prime Swaps](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1800 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[tiger2005's solution](#)

546.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,914 global accepts · Rating: 1800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[tiger2005's solution](#)

547.

827B

[High Load](#) · [Tutorial](#)

Quality: 3,697 global accepts · Rating: 1800 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, trees
[tiger2005's solution](#)

548.

822D

[My pretty girl Noora](#) · [Tutorial](#)

Quality: 3,283 global accepts · Rating: 1800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory
[tiger2005's solution](#)

549.

1090D

[Similar Arrays](#) · [Tutorial](#)

Quality: 2,364 global accepts · Rating: 1800 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[tiger2005's solution](#)

550.

1177B

[Digits Sequence \(Hard Edition\)](#) · [Tutorial](#)

Quality: 2,941 global accepts · Rating: 1800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, implementation
[tiger2005's solution](#)

551.

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,903 global accepts · Rating: 1800 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, greedy
[tiger2005's solution](#)

552.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory
[tiger2005's solution](#)

553.

1981C

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

Quality: 6,339 global accepts · Rating: 1800 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math
[tiger2005's solution](#)

554.

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,159 global accepts · Rating: 1800 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, probabilities
[tiger2005's solution](#)

555.

513B2

[Permutations](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 1800 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, math
[tiger2005's solution](#)

556.

351A

[Jeff and Rounding](#) · [Tutorial](#)

Quality: 3,097 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math
[tiger2005's solution](#)

557.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings
[tiger2005's solution](#)

558.

442B

[Andrey and Problem](#) · [Tutorial](#)

Quality: 6,109 global accepts · Rating: 1800 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, probabilities
[tiger2005's solution](#)

559.

671A

[Recycling Bottles](#) · [Tutorial](#)

Quality: 4,376 global accepts · Rating: 1800 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, greedy, implementation
[tiger2005's solution](#)

560.

1138B

[Circus](#) · [Tutorial](#)

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, strings
[tiger2005's solution](#)

561.

1195D2

[Submarine in the Rybinsk Sea \(hard edition\)](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2019-07-17 · last AC: 2024-07-08 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory
[tiger2005's solution](#)

562.

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation
[tiger2005's solution](#)

563.

1833G

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

Quality: 6,390 global accepts · Rating: 1800 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees
[tiger2005's solution](#)

564.

863C

[1-2-3](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 1800 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation
[tiger2005's solution](#)

565.

336C

[Vasily the Bear and Sequence](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 1800 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, number theory
[tiger2005's solution](#)

566.

33B

[String Problem](#) · [Tutorial](#)

Quality: 5,722 global accepts · Rating: 1800 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: shortest paths
[tiger2005's solution](#)

567.

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings
[tiger2005's solution](#)

568.

725D

[Contest Balloons](#) · [Tutorial](#)

Quality: 3,093 global accepts · Rating: 1800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[tiger2005's solution](#)

569.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,468 global accepts · Rating: 1800 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees
[tiger2005's solution](#)

570.

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,927 global accepts · Rating: 1800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures
[tiger2005's solution](#)

571.

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,713 global accepts · Rating: 1800 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, math, schedules
[tiger2005's solution](#)

572.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[tiger2005's solution](#)

573.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,953 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[tiger2005's solution](#)

574.

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,617 global accepts · Rating: 1800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp
[tiger2005's solution](#)

575.

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,419 global accepts · Rating: 1800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, strings, trees
[tiger2005's solution](#)

576.

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers
[tiger2005's solution](#)

577.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,237 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory
[tiger2005's solution](#)

578.

257C

[View Angle](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 1800 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, math
[tiger2005's solution](#)

579.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,009 global accepts · Rating: 1800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers
[tiger2005's solution](#)

580.

1843F1

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

Quality: 6,346 global accepts · Rating: 1800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees
[tiger2005's solution](#)

581.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,059 global accepts · Rating: 1800 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, strings
[tiger2005's solution](#)

582.

663A

[Rebus](#) · [Tutorial](#)

Quality: 3,783 global accepts · Rating: 1800 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, expression parsing, greedy, math
[tiger2005's solution](#)

583.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,134 global accepts · Rating: 1800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers
[tiger2005's solution](#)

584.

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,268 global accepts · Rating: 1800 · first AC: 2022-05-05 · last AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
[tiger2005's solution](#)

585.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math
[tiger2005's solution](#)

586.

1586D

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

Rating: 1800 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math
[tiger2005's solution](#)

587.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation
[tiger2005's solution](#)

588.

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,304 global accepts · Rating: 1800 · first AC: 2021-04-17 · last AC: 2021-10-03 · GNU C++11 (first AC) · Tags: dp, greedy
[tiger2005's solution](#)

589.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · last AC: 2021-10-03 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[tiger2005's solution](#)

590.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,559 global accepts · Rating: 1800 · first AC: 2021-07-29 · last AC: 2021-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[tiger2005's solution](#)

591.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-07-29 · last AC: 2021-10-03 · GNU C++11 (first AC) · Tags: binary search, bitmasks, greedy, implementation

[tiger2005's solution](#)

592.

1560E

[Polycarp and String Transformation](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2021-08-18 · last AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, sortings, strings

[tiger2005's solution](#)

593.

1509E

[Almost Sorted](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-04-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[tiger2005's solution](#)

594.

1505E

[Cakewalk](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2021-04-01 · GNU C++11 (first AC) · Tags: *special, greedy, implementation, shortest paths

[tiger2005's solution](#)

595.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, math

[tiger2005's solution](#)

596.

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: dp, strings

[tiger2005's solution](#)

597.

1447D

[Catching Cheaters](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-11-15 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[tiger2005's solution](#)

598.

2200F

[Mooclear Reactor 2](#) · [Tutorial](#)

Quality: 2,884 global accepts · Rating: 1900 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures,

greedy, implementation, sortings

[tiger2005's solution](#)

599.

2190B2

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

Quality: 3,179 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, implementation, strings

[tiger2005's solution](#)

600.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,253 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[tiger2005's solution](#)

601.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[tiger2005's solution](#)

602.

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[tiger2005's solution](#)

603.

2149F

[Nezuko in the Clearing](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 1900 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[tiger2005's solution](#)

604.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[tiger2005's solution](#)

605.

2138B

[Antamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,330 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[tiger2005's solution](#)

606.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[tiger2005's solution](#)

607.

2121G

[Gangsta](#) · [Tutorial](#)

Quality: 5,361 global accepts · Rating: 1900 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, sortings

[tiger2005's solution](#)

608.

2111E

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

Quality: 5,407 global accepts · Rating: 1900 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings

[tiger2005's solution](#)

609.

534D

[Handshakes](#) · [Tutorial](#)

Quality: 2,575 global accepts · Rating: 1900 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[tiger2005's solution](#)

610.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,514 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[tiger2005's solution](#)

611.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1900 · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, sortings

[tiger2005's solution](#)

612.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,188 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[tiger2005's solution](#)

613.

2013D

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

Quality: 7,469 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[tiger2005's solution](#)

614.

2009G1

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

Quality: 5,367 global accepts · Rating: 1900 · first AC: 2024-09-03 · last AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[tiger2005's solution](#)

615.

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[tiger2005's solution](#)

616.

1147B

[Chladni Figure](#) · [Tutorial](#)

Quality: 3,110 global accepts · Rating: 1900 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings

[tiger2005's solution](#)

617.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,384 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[tiger2005's solution](#)

618.

1600E

[Array Game](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, two pointers

[tiger2005's solution](#)

619.

622D

[Optimal Number Permutation](#) · [Tutorial](#)

Quality: 3,392 global accepts · Rating: 1900 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[tiger2005's solution](#)

620.

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,953 global accepts · Rating: 1900 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

[tiger2005's solution](#)

621.

722D

[Generating Sets](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, strings, trees

[tiger2005's solution](#)

622.

724D

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

Quality: 2,460 global accepts · Rating: 1900 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, strings

[tiger2005's solution](#)

623.

2002D1

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

Quality: 5,088 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[tiger2005's solution](#)

624.

832D

[Misha, Grisha and Underground](#) · [Tutorial](#)

Quality: 4,480 global accepts · Rating: 1900 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[tiger2005's solution](#)

625.

961E

[Tufurama](#) · [Tutorial](#)

Quality: 4,233 global accepts · Rating: 1900 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[tiger2005's solution](#)

626.

1970G1

[Min-Fund Prison \(Easy\)](#) · [Tutorial](#)

Quality: 1,925 global accepts · Rating: 1900 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, trees

[tiger2005's solution](#)

627.

1163C2

[Power Transmission \(Hard Edition\)](#) · [Tutorial](#)

Quality: 3,954 global accepts · Rating: 1900 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, implementation, math

[tiger2005's solution](#)

628.

1105D

[Kilani and the Game](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[tiger2005's solution](#)

629.

792D

[Paths in a Complete Binary Tree](#) · [Tutorial](#)

Quality: 3,396 global accepts · Rating: 1900 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, trees
[tiger2005's solution](#)

630.

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,404 global accepts · Rating: 1900 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees
[tiger2005's solution](#)

631.

1157D

[N Problems During K Days](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 1900 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[tiger2005's solution](#)

632.

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,604 global accepts · Rating: 1900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[tiger2005's solution](#)

633.

111B

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

Quality: 4,104 global accepts · Rating: 1900 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, number theory
[tiger2005's solution](#)

634.

1585D

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

Quality: 4,385 global accepts · Rating: 1900 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math
[tiger2005's solution](#)

635.

999D

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

Quality: 4,897 global accepts · Rating: 1900 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation
[tiger2005's solution](#)

636.

476D

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

Quality: 5,033 global accepts · Rating: 1900 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[tiger2005's solution](#)

637.

1032D

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

Quality: 2,976 global accepts · Rating: 1900 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation
[tiger2005's solution](#)

638.

535C

[Tavas and Karafs](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 1900 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
[tiger2005's solution](#)

639.

819B

[Mister B and PR Shifts](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 1900 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math
[tiger2005's solution](#)

640.

535D

[Tavas and Malekas](#) · [Tutorial](#)

Quality: 4,679 global accepts · Rating: 1900 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, hashing, string suffix structures, strings

[tiger2005's solution](#)

641.

893D

[Credit Card](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 1900 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, implementation

[tiger2005's solution](#)

642.

524C

[The Art of Dealing with ATM](#) · [Tutorial](#)

Quality: 2,193 global accepts · Rating: 1900 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings

[tiger2005's solution](#)

643.

1914F

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

Quality: 5,008 global accepts · Rating: 1900 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[tiger2005's solution](#)

644.

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1900 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[tiger2005's solution](#)

645.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,096 global accepts · Rating: 1900 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[tiger2005's solution](#)

646.

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[tiger2005's solution](#)

647.

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2023-07-06 · last AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: dp

[tiger2005's solution](#)

648.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[tiger2005's solution](#)

649.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math,

number theory

[tiger2005's solution](#)

650.

1650E

[Rescheduling the Exam](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1900 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[tiger2005's solution](#)

651.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation

[tiger2005's solution](#)

652.

949C

[Data Center Maintenance](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 1900 · first AC: 2021-11-25 · last AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[tiger2005's solution](#)

653.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,502 global accepts · Rating: 1900 · first AC: 2021-10-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[tiger2005's solution](#)

654.

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2021-10-13 · last AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[tiger2005's solution](#)

655.

1483B

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-21 · last AC: 2021-10-03 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation

[tiger2005's solution](#)

656.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[tiger2005's solution](#)

657.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[tiger2005's solution](#)

658.

1569D

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

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-08 · last AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[tiger2005's solution](#)

659.

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-18 · last AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[tiger2005's solution](#)

660.

1509D

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

Rating: 1900 · first AC: 2021-04-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[tiger2005's solution](#)

661.

1496D

[Let's Go Hiking](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-11 · GNU C++11 (first AC) · Tags: games

[tiger2005's solution](#)

662.

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,728 global accepts · Rating: 1900 · first AC: 2021-03-02 · last AC: 2021-03-08 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[tiger2005's solution](#)

663.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-03-03 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[tiger2005's solution](#)

664.

1471D

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

Rating: 1900 · first AC: 2021-02-02 · GNU C++11 (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[tiger2005's solution](#)

665.

1439A2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[tiger2005's solution](#)

666.

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

[tiger2005's solution](#)

667.

1153D

[Serval and Rooted Tree](#) · [Tutorial](#)

Quality: 5,539 global accepts · Rating: 1900 · first AC: 2019-04-18 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[tiger2005's solution](#)

668.

2215B

[RReeppeettiitiiioonn](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2000 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, math, number theory

[tiger2005's solution](#)

669.

2194E

[The Turtle Strikes Back](#) · [Tutorial](#)

Quality: 2,613 global accepts · Rating: 2000 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, implementation

[tiger2005's solution](#)

670.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,055 global accepts · Rating: 2000 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[tiger2005's solution](#)

671.

2146D2

[Max Sum OR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,034 global accepts · Rating: 2000 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[tiger2005's solution](#)

672.

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,888 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[tiger2005's solution](#)

673.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[tiger2005's solution](#)

674.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,885 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[tiger2005's solution](#)

675.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[tiger2005's solution](#)

676.

2103D

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

Quality: 3,982 global accepts · Rating: 2000 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[tiger2005's solution](#)

677.

2096D

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

Quality: 5,600 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[tiger2005's solution](#)

678.

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[tiger2005's solution](#)

679.

1296E2

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

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2024-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[tiger2005's solution](#)

680.

248C

[Robo-Footballer](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2000 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry
[tiger2005's solution](#)

681.

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2000 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive
[tiger2005's solution](#)

682.

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,493 global accepts · Rating: 2000 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp
[tiger2005's solution](#)

683.

681D

[Gifts by the List](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2000 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
[tiger2005's solution](#)

684.

862D

[Mahmoud and Ehab and the binary string](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive
[tiger2005's solution](#)

685.

1092E

[Minimal Diameter Forest](#) · [Tutorial](#)

Quality: 1,985 global accepts · Rating: 2000 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[tiger2005's solution](#)

686.

557D

[Vitaly and Cycle](#) · [Tutorial](#)

Quality: 2,380 global accepts · Rating: 2000 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math
[tiger2005's solution](#)

687.

689E

[Mike and Geometry Problem](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2000 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, geometry, implementation
[tiger2005's solution](#)

688.

1943B

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

Quality: 4,540 global accepts · Rating: 2000 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: hashing, implementation, math, strings
[tiger2005's solution](#)

689.

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 2000 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[tiger2005's solution](#)

690.

196B

[Infinite Maze](#) · [Tutorial](#)

Quality: 2,376 global accepts · Rating: 2000 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs
[tiger2005's solution](#)

691.

916B

[Jamie and Binary Sequence \(changed after round\)](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math
[tiger2005's solution](#)

692.

886D

[Restoration of string](#) · [Tutorial](#)

Quality: 1,955 global accepts · Rating: 2000 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, implementation
[tiger2005's solution](#)

693.

367C

[Sereja and the Arrangement of Numbers](#) · [Tutorial](#)

Quality: 1,924 global accepts · Rating: 2000 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, sortings
[tiger2005's solution](#)

694.

156C

[Cipher](#) · [Tutorial](#)

Quality: 2,625 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
[tiger2005's solution](#)

695.

243B

[Hydra](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: graphs, sortings
[tiger2005's solution](#)

696.

611D

[New Year and Ancient Prophecy](#) · [Tutorial](#)

Quality: 2,745 global accepts · Rating: 2000 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, strings
[tiger2005's solution](#)

697.

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,498 global accepts · Rating: 2000 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees
[tiger2005's solution](#)

698.

899E

[Segments Removal](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2000 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, flows, implementation, two pointers
[tiger2005's solution](#)

699.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,047 global accepts · Rating: 2000 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: *special, data structures

[tiger2005's solution](#)

700.

366D

[Dima and Trap Graph](#) · [Tutorial](#)

Quality: 1,722 global accepts · Rating: 2000 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, shortest paths, two pointers

[tiger2005's solution](#)

701.

1009E

[Intercity Travelling](#) · [Tutorial](#)

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[tiger2005's solution](#)

702.

131F

[Present to Mom](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 2000 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, two pointers

[tiger2005's solution](#)

703.

317B

[Ants](#) · [Tutorial](#)

Quality: 1,659 global accepts · Rating: 2000 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[tiger2005's solution](#)

704.

958C2

[Encryption \(medium\)](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2000 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: dp

[tiger2005's solution](#)

705.

666B

[World Tour](#) · [Tutorial](#)

Quality: 2,391 global accepts · Rating: 2000 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[tiger2005's solution](#)

706.

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[tiger2005's solution](#)

707.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,446 global accepts · Rating: 2000 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[tiger2005's solution](#)

708.

1862G

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

Quality: 3,454 global accepts · Rating: 2000 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings

[tiger2005's solution](#)

709.

1851G

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

Quality: 4,043 global accepts · Rating: 2000 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[tiger2005's solution](#)

710.

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2023-07-01 · last AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, matrices

[tiger2005's solution](#)

711.

1841D

[Pairs of Segments](#) · [Tutorial](#)

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[tiger2005's solution](#)

712.

401D

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

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

[tiger2005's solution](#)

713.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[tiger2005's solution](#)

714.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,737 global accepts · Rating: 2000 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[tiger2005's solution](#)

715.

446B

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

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2021-11-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy

[tiger2005's solution](#)

716.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2021-07-23 · last AC: 2021-10-03 · GNU C++11 (first AC) · Tags: binary search, brute force, dp

[tiger2005's solution](#)

717.

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,947 global accepts · Rating: 2000 · first AC: 2021-03-08 · last AC: 2021-10-03 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[tiger2005's solution](#)

718.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,833 global accepts · Rating: 2000 · first AC: 2021-03-26 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, strings

[tiger2005's solution](#)

719.

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,700 global accepts · Rating: 2000 · first AC: 2021-03-26 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math,

shortest paths, sortings

[tiger2005's solution](#)

720.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[tiger2005's solution](#)

721.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,851 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[tiger2005's solution](#)

722.

2183D2

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

Quality: 2,497 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[tiger2005's solution](#)

723.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[tiger2005's solution](#)

724.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[tiger2005's solution](#)

725.

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[tiger2005's solution](#)

726.

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-09-26 · last AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

[tiger2005's solution](#)

727.

2150C

[Limited Edition Shop](#) · [Tutorial](#)

Quality: 2,654 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[tiger2005's solution](#)

728.

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[tiger2005's solution](#)

729.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[tiger2005's solution](#)

730.

2115B

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

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[tiger2005's solution](#)

731.

2107D

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

Quality: 3,553 global accepts · Rating: 2100 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

[tiger2005's solution](#)

732.

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp, math

[tiger2005's solution](#)

733.

900E

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

Quality: 1,393 global accepts · Rating: 2100 · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, strings

[tiger2005's solution](#)

734.

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, number theory

[tiger2005's solution](#)

735.

2003D2

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

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[tiger2005's solution](#)

736.

1184A2

[Heidi Learns Hashing \(Medium\)](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2100 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory

[tiger2005's solution](#)

737.

441D

[Valera and Swaps](#) · [Tutorial](#)

Quality: 1,200 global accepts · Rating: 2100 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, implementation, math, string suffix structures

[tiger2005's solution](#)

738.

2004E

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

Quality: 5,070 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[tiger2005's solution](#)

739.

2000G

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

Quality: 3,130 global accepts · Rating: 2100 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[tiger2005's solution](#)

740.

575F

[Bulbo](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2100 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[tiger2005's solution](#)

741.

269C

[Flawed Flow](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2100 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy

[tiger2005's solution](#)

742.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[tiger2005's solution](#)

743.

1389D

[Segment Intersections](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[tiger2005's solution](#)

744.

231E

[Cactus](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[tiger2005's solution](#)

745.

190E

[Counter Attack](#) · [Tutorial](#)

Quality: 1,740 global accepts · Rating: 2100 · first AC: 2024-07-19 · last AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, hashing, sortings

[tiger2005's solution](#)

746.

754D

[Fedor and coupons](#) · [Tutorial](#)

Quality: 2,694 global accepts · Rating: 2100 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[tiger2005's solution](#)

747.

1023E

[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, matrices

[tiger2005's solution](#)

748.

103D

[Time to Raid Cowavans](#) · [Tutorial](#)

Quality: 2,526 global accepts · Rating: 2100 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, sortings

[tiger2005's solution](#)

749.

74C

[Chessboard Billiard](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2100 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, number theory

[tiger2005's solution](#)

750.

242D

[Dispute](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2100 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy

[tiger2005's solution](#)

751.

811D

[Vladik and Favorite Game](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 2100 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, interactive

[tiger2005's solution](#)

752.

992D

[Nastya and a Game](#) · [Tutorial](#)

Quality: 1,751 global accepts · Rating: 2100 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[tiger2005's solution](#)

753.

1886D

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

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math

[tiger2005's solution](#)

754.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[tiger2005's solution](#)

755.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[tiger2005's solution](#)

756.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2100 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[tiger2005's solution](#)

757.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,355 global accepts · Rating: 2100 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[tiger2005's solution](#)

758.

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[tiger2005's solution](#)

759.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,627 global accepts · Rating: 2100 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[tiger2005's solution](#)

760.

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2100 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[tiger2005's solution](#)

761.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[tiger2005's solution](#)

762.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2021-10-29 · last AC: 2021-11-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[tiger2005's solution](#)

763.

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 2100 · first AC: 2021-10-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[tiger2005's solution](#)

764.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[tiger2005's solution](#)

765.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[tiger2005's solution](#)

766.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-21 · last AC: 2021-10-03 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy

[tiger2005's solution](#)

767.

1551D2

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

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-07-23 · last AC: 2021-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[tiger2005's solution](#)

768.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2021-03-08 · last AC: 2021-10-03 · GNU C++11 (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[tiger2005's solution](#)

769.

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 2100 · first AC: 2021-08-18 · last AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[tiger2005's solution](#)

770.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[tiger2005's solution](#)

771.

1447E

[Xor Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-11-15 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, dp, graphs, string suffix structures, trees

[tiger2005's solution](#)

772.

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: data structures, two pointers

[tiger2005's solution](#)

773.

2215C

[Oriented Journey](#) · [Tutorial](#)

Quality: 622 global accepts · Rating: 2200 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, communication, constructive algorithms, graphs, interactive, trees

[tiger2005's solution](#)

774.

2200G

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

Quality: 1,028 global accepts · Rating: 2200 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[tiger2005's solution](#)

775.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 2200 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[tiger2005's solution](#)

776.

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2200 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[tiger2005's solution](#)

777.

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,108 global accepts · Rating: 2200 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[tiger2005's solution](#)

778.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp,

graphs, math, number theory, trees

[tiger2005's solution](#)

779.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,876 global accepts · Rating: 2200 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[tiger2005's solution](#)

780.

2118D2

[Red Light, Green Light \(Hard version\)](#) · [Tutorial](#)

Quality: 2,497 global accepts · Rating: 2200 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[tiger2005's solution](#)

781.

2034E

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

Quality: 2,018 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[tiger2005's solution](#)

782.

852F

[Product transformation](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2200 · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[tiger2005's solution](#)

783.

1216E2

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

Quality: 1,652 global accepts · Rating: 2200 · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

[tiger2005's solution](#)

784.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[tiger2005's solution](#)

785.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2200 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, number theory

[tiger2005's solution](#)

786.

2009G2

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

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[tiger2005's solution](#)

787.

431E

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

Quality: 1,187 global accepts · Rating: 2200 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, ternary search

[tiger2005's solution](#)

788.

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2200 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings

[tiger2005's solution](#)

789.

731E

[Funny Game](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[tiger2005's solution](#)

790.

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, sortings

[tiger2005's solution](#)

791.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[tiger2005's solution](#)

792.

1921G

[Mischievous Shooter](#) · [Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation

[tiger2005's solution](#)

793.

1970G2

[Min-Fund Prison \(Medium\)](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2200 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[tiger2005's solution](#)

794.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[tiger2005's solution](#)

795.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[tiger2005's solution](#)

796.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[tiger2005's solution](#)

797.

713B

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

Quality: 1,507 global accepts · Rating: 2200 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[tiger2005's solution](#)

798.

425B

[Sereja and Table](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2200 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy
[tiger2005's solution](#)

799.

804C

[Ice cream coloring](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy
[tiger2005's solution](#)

800.

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy
[tiger2005's solution](#)

801.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,600 global accepts · Rating: 2200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: dp
[tiger2005's solution](#)

802.

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers
[tiger2005's solution](#)

803.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp
[tiger2005's solution](#)

804.

196C

[Paint Tree](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 2200 · first AC: 2023-07-02 · last AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, sortings, trees
[tiger2005's solution](#)

805.

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math
[tiger2005's solution](#)

806.

509D

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

Quality: 815 global accepts · Rating: 2200 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[tiger2005's solution](#)

807.

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2200 · first AC: 2023-06-30 · last AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees
[tiger2005's solution](#)

808.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,524 global accepts · Rating: 2200 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[tiger2005's solution](#)

809.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[tiger2005's solution](#)

810.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[tiger2005's solution](#)

811.

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[tiger2005's solution](#)

812.

555C

[Case of Chocolate](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[tiger2005's solution](#)

813.

575B

[Bribes](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2200 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[tiger2005's solution](#)

814.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[tiger2005's solution](#)

815.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[tiger2005's solution](#)

816.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[tiger2005's solution](#)

817.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[tiger2005's solution](#)

818.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[tiger2005's solution](#)

819.

1593G

[Changing Brackets](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2200 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[tiger2005's solution](#)

820.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-04 · last AC: 2021-10-03 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[tiger2005's solution](#)

821.

1551F

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

Quality: 2,178 global accepts · Rating: 2200 · first AC: 2021-07-23 · last AC: 2021-10-03 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[tiger2005's solution](#)

822.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-19 · last AC: 2021-10-03 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math

[tiger2005's solution](#)

823.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-09-28 · last AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: dp

[tiger2005's solution](#)

824.

1580C

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

Quality: 2,237 global accepts · Rating: 2200 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[tiger2005's solution](#)

825.

1505F

[Math](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2200 · first AC: 2021-04-01 · GNU C++11 (first AC) · Tags: *special, math

[tiger2005's solution](#)

826.

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2200 · first AC: 2019-04-18 · GNU C++11 (first AC) · Tags: binary search, brute force, interactive

[tiger2005's solution](#)

827.

679B

[Bear and Tower of Cubes](#) · [Tutorial](#)

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2019-03-28 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

[tiger2005's solution](#)

828.

2194F1

[Again Trees... \(Easy Version\) · Tutorial](#)

Quality: 886 global accepts · Rating: 2300 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, trees

[tiger2005's solution](#)

829.

2190C

[Comparable Permutations · Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[tiger2005's solution](#)

830.

2180E

[No Effect XOR · Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[tiger2005's solution](#)

831.

2164E

[Journey · Tutorial](#)

Quality: 1,579 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[tiger2005's solution](#)

832.

2159C

[Twin Polynomials · Tutorial](#)

Quality: 1,687 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graph matchings, math

[tiger2005's solution](#)

833.

2146E

[Yet Another MEX Problem · Tutorial](#)

Quality: 2,054 global accepts · Rating: 2300 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[tiger2005's solution](#)

834.

2147E

[Maximum OR Popcount · Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[tiger2005's solution](#)

835.

2129C3

[Interactive RBS \(Hard Version\) · Tutorial](#)

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[tiger2005's solution](#)

836.

2121H

[Ice Baby · Tutorial](#)

Quality: 2,241 global accepts · Rating: 2300 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings

[tiger2005's solution](#)

837.

383D

[Antimatter · Tutorial](#)

Quality: 3,341 global accepts · Rating: 2300 · first AC: 2024-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[tiger2005's solution](#)

838.

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, strings

[tiger2005's solution](#)

839.

277B

[Set of Points](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2300 · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry

[tiger2005's solution](#)

840.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[tiger2005's solution](#)

841.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[tiger2005's solution](#)

842.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[tiger2005's solution](#)

843.

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,519 global accepts · Rating: 2300 · first AC: 2024-04-08 · last AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[tiger2005's solution](#)

844.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[tiger2005's solution](#)

845.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · last AC: 2024-08-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[tiger2005's solution](#)

846.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[tiger2005's solution](#)

847.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[tiger2005's solution](#)

848.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[tiger2005's solution](#)

849.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, implementation, trees

[tiger2005's solution](#)

850.

432E

[Square Tiling](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 2300 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[tiger2005's solution](#)

851.

1870E

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

Quality: 2,960 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[tiger2005's solution](#)

852.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[tiger2005's solution](#)

853.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[tiger2005's solution](#)

854.

1843F2

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

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[tiger2005's solution](#)

855.

141E

[Clearing Up](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2300 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs

[tiger2005's solution](#)

856.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: dp

[tiger2005's solution](#)

857.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, math

[tiger2005's solution](#)

858.

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[tiger2005's solution](#)

859.

762D

[Maximum path](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[tiger2005's solution](#)

860.

1594E2

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

Quality: 1,610 global accepts · Rating: 2300 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, trees

[tiger2005's solution](#)

861.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-03-02 · last AC: 2021-03-08 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[tiger2005's solution](#)

862.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[tiger2005's solution](#)

863.

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 985 global accepts · Rating: 2400 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[tiger2005's solution](#)

864.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[tiger2005's solution](#)

865.

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-12 · last AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[tiger2005's solution](#)

866.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[tiger2005's solution](#)

867.

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tiger2005's solution](#)

868.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, sortings
[tiger2005's solution](#)

869.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees
[tiger2005's solution](#)

870.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings
[tiger2005's solution](#)

871.

1970G3

[Min-Fund Prison \(Hard\)](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2400 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, trees
[tiger2005's solution](#)

872.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers
[tiger2005's solution](#)

873.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings
[tiger2005's solution](#)

874.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, number theory
[tiger2005's solution](#)

875.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, shortest paths
[tiger2005's solution](#)

876.

1055D

[Refactoring](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings
[tiger2005's solution](#)

877.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[tiger2005's solution](#)

878.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[tiger2005's solution](#)

879.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[tiger2005's solution](#)

880.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2400 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, fft

[tiger2005's solution](#)

881.

1626E

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

Quality: 1,857 global accepts · Rating: 2400 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, trees

[tiger2005's solution](#)

882.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,737 global accepts · Rating: 2400 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[tiger2005's solution](#)

883.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: dp

[tiger2005's solution](#)

884.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[tiger2005's solution](#)

885.

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[tiger2005's solution](#)

886.

1282E

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

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs

[tiger2005's solution](#)

887.

293C

[Cube Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2400 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[tiger2005's solution](#)

888.

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp
[tiger2005's solution](#)

889.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory
[tiger2005's solution](#)

890.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees
[tiger2005's solution](#)

891.

758F

[Geometrical Progression](#) · [Tutorial](#)

Quality: 713 global accepts · Rating: 2400 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[tiger2005's solution](#)

892.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees
[tiger2005's solution](#)

893.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2021-10-10 · last AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp
[tiger2005's solution](#)

894.

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-10-29 · last AC: 2021-11-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings
[tiger2005's solution](#)

895.

409I

[Feed the Golorp](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 2400 · first AC: 2018-12-14 · GNU C++11 (first AC) · Tags: *special
[tiger2005's solution](#)

896.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees
[tiger2005's solution](#)

897.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[tiger2005's solution](#)

898.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2500 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[tiger2005's solution](#)

899.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[tiger2005's solution](#)

900.

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2500 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[tiger2005's solution](#)

901.

2135D2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Quality: 990 global accepts · Rating: 2500 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[tiger2005's solution](#)

902.

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[tiger2005's solution](#)

903.

884F

[Anti-Palindromize](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2500 · first AC: 2024-08-03 · last AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs, greedy

[tiger2005's solution](#)

904.

1221E

[Game With String](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2500 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: games

[tiger2005's solution](#)

905.

611F

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

Quality: 522 global accepts · Rating: 2500 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation

[tiger2005's solution](#)

906.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[tiger2005's solution](#)

907.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[tiger2005's solution](#)

908.

1847F

[The Boss's Identity · Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[tiger2005's solution](#)

909.

1835B

[Lottery · Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[tiger2005's solution](#)

910.

1789E

[Serval and Music Game · Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math, number theory

[tiger2005's solution](#)

911.

1586F

[Defender of Childhood Dreams · Tutorial](#)

Rating: 2500 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[tiger2005's solution](#)

912.

1427E

[Xum · Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2021-10-15 · last AC: 2021-10-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[tiger2005's solution](#)

913.

2164F1

[Chain Prefix Rank \(Easy Version\) · Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[tiger2005's solution](#)

914.

2150E1

[Hidden Single \(Version 1\) · Tutorial](#)

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[tiger2005's solution](#)

915.

2138D

[Antiamny and Slider Movement · Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[tiger2005's solution](#)

916.

2129D

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

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[tiger2005's solution](#)

917.

2107E

[Ain and Apple Tree](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees

[tiger2005's solution](#)

918.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[tiger2005's solution](#)

919.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[tiger2005's solution](#)

920.

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[tiger2005's solution](#)

921.

2004F

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

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[tiger2005's solution](#)

922.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,283 global accepts · Rating: 2600 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, trees

[tiger2005's solution](#)

923.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,121 global accepts · Rating: 2600 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[tiger2005's solution](#)

924.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[tiger2005's solution](#)

925.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms,

dfs and similar, dsu, graphs, trees

[tiger2005's solution](#)

926.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[tiger2005's solution](#)

927.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2600 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[tiger2005's solution](#)

928.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2024-08-05 · last AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, games

[tiger2005's solution](#)

929.

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory

[tiger2005's solution](#)

930.

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[tiger2005's solution](#)

931.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[tiger2005's solution](#)

932.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[tiger2005's solution](#)

933.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[tiger2005's solution](#)

934.

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[tiger2005's solution](#)

935.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, interactive, trees
[tiger2005's solution](#)

936.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers
[tiger2005's solution](#)

937.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...
[tiger2005's solution](#)

938.

140E

[New Year Garland](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2023-07-01 · last AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp
[tiger2005's solution](#)

939.

883B

[Berland Army](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2600 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy
[tiger2005's solution](#)

940.

201E

[Thoroughly Bureaucratic Organization](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2600 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics
[tiger2005's solution](#)

941.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities
[tiger2005's solution](#)

942.

150D

[Mission Impassable](#) · [Tutorial](#)

Quality: 738 global accepts · Rating: 2600 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings
[tiger2005's solution](#)

943.

1793F

[Rebreeding](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation
[tiger2005's solution](#)

944.

1793E

[Veletin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers
[tiger2005's solution](#)

945.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, two pointers
[tiger2005's solution](#)

946.

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2021-10-15 · last AC: 2021-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[tiger2005's solution](#)

947.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,434 global accepts · Rating: 2600 · first AC: 2021-06-17 · GNU C++11 (first AC) · Tags: data structures, probabilities

[tiger2005's solution](#)

948.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[tiger2005's solution](#)

949.

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[tiger2005's solution](#)

950.

2143F

[Increasing XOR](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2700 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, math

[tiger2005's solution](#)

951.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2700 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[tiger2005's solution](#)

952.

2013F1

[Game in Tree \(Easy Version\)](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2700 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, games, greedy, implementation, trees

[tiger2005's solution](#)

953.

2009G3

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

Quality: 532 global accepts · Rating: 2700 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation

[tiger2005's solution](#)

954.

2003E2

[Turtle and Inversions \(Hard Version\)](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers

[tiger2005's solution](#)

955.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs,

trees

[tiger2005's solution](#)

956.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[tiger2005's solution](#)

957.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: probabilities, shortest paths

[tiger2005's solution](#)

958.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[tiger2005's solution](#)

959.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2023-07-28 · last AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[tiger2005's solution](#)

960.

388D

[Fox and Perfect Sets](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2023-07-25 · last AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: math

[tiger2005's solution](#)

961.

1841F

[Monocarp and a Strategic Game](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings, two pointers

[tiger2005's solution](#)

962.

2150E2

[Hidden Single \(Version 2\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[tiger2005's solution](#)

963.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2800 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy

[tiger2005's solution](#)

964.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[tiger2005's solution](#)

965.

2112F

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

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[tiger2005's solution](#)

966.

2113E

[From Kazan with Love](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[tiger2005's solution](#)

967.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[tiger2005's solution](#)

968.

1615F

[LEGOndary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[tiger2005's solution](#)

969.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[tiger2005's solution](#)

970.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2024-08-09 · last AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[tiger2005's solution](#)

971.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2800 · first AC: 2024-08-06 · last AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[tiger2005's solution](#)

972.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2022-05-20 · last AC: 2024-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[tiger2005's solution](#)

973.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[tiger2005's solution](#)

974.

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, probabilities

[tiger2005's solution](#)

975.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[tiger2005's solution](#)

976.

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2800 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, trees

[tiger2005's solution](#)

977.

842E

[Nikita and game](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2800 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, divide and conquer, graphs, trees

[tiger2005's solution](#)

978.

1845F

[Swimmers in the Pool](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, fft, math, number theory

[tiger2005's solution](#)

979.

187D

[BRT Contract](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2022-01-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[tiger2005's solution](#)

980.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2021-10-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[tiger2005's solution](#)

981.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,913 global accepts · Rating: 2800 · first AC: 2021-10-15 · last AC: 2021-10-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[tiger2005's solution](#)

982.

2164F2

[Chain Prefix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 2900 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees

[tiger2005's solution](#)

983.

2162H

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

Quality: 314 global accepts · Rating: 2900 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: dp

[tiger2005's solution](#)

984.

2153F

[Odd Queries on Odd Array](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 2900 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, implementation, trees

[tiger2005's solution](#)

985.

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 712 global accepts · Rating: 2900 · first AC: 2025-10-03 · last AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, matrices, trees

[tiger2005's solution](#)

986.

2152H1

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

Quality: 610 global accepts · Rating: 2900 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy

[tiger2005's solution](#)

987.

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows

[tiger2005's solution](#)

988.

2146F

[Bubble Sort](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2900 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp

[tiger2005's solution](#)

989.

2140F

[Sum Minimisation](#) · [Tutorial](#)

Quality: 313 global accepts · Rating: 2900 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: number theory

[tiger2005's solution](#)

990.

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[tiger2005's solution](#)

991.

2001E2

[Deterministic Heap \(Hard Version\)](#) · [Tutorial](#)

Quality: 286 global accepts · Rating: 2900 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[tiger2005's solution](#)

992.

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[tiger2005's solution](#)

993.

2194F2

[Again Trees... \(hard version\)](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3000 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, fft, trees

[tiger2005's solution](#)

994.

2161F

[SubMST](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 3000 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, trees

[tiger2005's solution](#)

995.

2150F

[Cycle Closing](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3000 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, implementation, shortest paths, trees

[tiger2005's solution](#)

996.

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-08-01 · last AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, sortings

[tiger2005's solution](#)

997.

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[tiger2005's solution](#)

998.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[tiger2005's solution](#)

999.

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math

[tiger2005's solution](#)

1000.

1969F

[Card Pairing](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3000 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, hashing, implementation

[tiger2005's solution](#)

1001.

1988F

[Heartbeat](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 3000 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[tiger2005's solution](#)

1002.

1989F

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

Quality: 604 global accepts · Rating: 3000 · first AC: 2024-07-31 · last AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs

[tiger2005's solution](#)

1003.

319E

[Ping-Pong](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3000 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[tiger2005's solution](#)

1004.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers

[tiger2005's solution](#)

1005.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,235 global accepts · Rating: 3000 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[tiger2005's solution](#)

1006.

1610F

[Mashtali: a Space Odyssey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2024-07-29 · last AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[tiger2005's solution](#)**1007.**

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[tiger2005's solution](#)**1008.**

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings

[tiger2005's solution](#)**1009.**

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, trees

[tiger2005's solution](#)**1010.**

2147G

[Modular Tetration](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3100 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[tiger2005's solution](#)**1011.**

2138E2

[Determinant Construction \(Hard Version\)](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3100 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory

[tiger2005's solution](#)**1012.**

2138E1

[Determinant Construction \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory

[tiger2005's solution](#)**1013.**

2118F

[Shifts and Swaps](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3100 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, hashing, trees

[tiger2005's solution](#)**1014.**

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[tiger2005's solution](#)**1015.**

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy

[tiger2005's solution](#)

1016.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[tiger2005's solution](#)**1017.**

908H

[New Year and Boolean Bridges](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 3100 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[tiger2005's solution](#)**1018.**

1261F

[Xor-Set](#) · [Tutorial](#)

Quality: 442 global accepts · Rating: 3100 · first AC: 2022-02-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, math

[tiger2005's solution](#)**1019.**

1470E

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

Quality: 375 global accepts · Rating: 3200 · first AC: 2025-10-23 · last AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, graphs, implementation, two pointers

[tiger2005's solution](#)**1020.**

1861F

[Four Suits](#) · [Tutorial](#)

Quality: 297 global accepts · Rating: 3200 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, flows, greedy

[tiger2005's solution](#)**1021.**

1832F

[Zombies](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3200 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp

[tiger2005's solution](#)**1022.**

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures, strings

[tiger2005's solution](#)**1023.**

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[tiger2005's solution](#)**1024.**

1517G

[Starry Night Camping](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 3300 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graphs

[tiger2005's solution](#)**1025.**

843D

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

Quality: 1,195 global accepts · Rating: 3400 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[tiger2005's solution](#)**1026.**

1801G

[A task for substrings](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3400 · first AC: 2024-08-02 · last AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures,

string suffix structures, strings

[tiger2005's solution](#)

1027.

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs, number theory

[tiger2005's solution](#)

1028.

2150G

[Counting Is Fun: The Finale](#) · [Tutorial](#)

Quality: 82 global accepts · Rating: 3500 · first AC: 2025-09-25 · last AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation

[tiger2005's solution](#)

1029.

1500F

[Cupboards Jumps](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3500 · first AC: 2024-07-29 · last AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: dp

[tiger2005's solution](#)

1030.

2214C

[And?](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, bitmasks

[tiger2005's solution](#)

1031.

2214H

[Double Vision](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[tiger2005's solution](#)

1032.

2214G

[Anomaly](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, communication

[tiger2005's solution](#)

1033.

2214E

[Shortest Paths](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, shortest paths

[tiger2005's solution](#)

1034.

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,267 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, strings

[tiger2005's solution](#)

1035.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,541 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, brute force, games, interactive

[tiger2005's solution](#)

1036.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,559 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, strings

[tiger2005's solution](#)

1037.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,126 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, graph matchings, implementation

[tiger2005's solution](#)

1038.

2095F

[IS Cæb 0B \\$a bICVØ](#)

Quality: 837 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, math

[tiger2005's solution](#)

1039.

2095C

[Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, binary search, brute force

[tiger2005's solution](#)

1040.

2095E

[Pair Count](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, number theory

[tiger2005's solution](#)

1041.

2095I

[Mysterious Script](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, expression parsing, number theory

[tiger2005's solution](#)

1042.

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, geometry

[tiger2005's solution](#)

1043.

2095G

[Definitely a Geometry Problem](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, geometry

[tiger2005's solution](#)

1044.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, games, interactive

[tiger2005's solution](#)

1045.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,816 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, string suffix structures

[tiger2005's solution](#)

1046.

105631A

[Anniversary Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[tiger2005's solution](#)

1047.

105350F

[Mad MAD Sum II](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[tiger2005's solution](#)

1048.

105350E

[Fun is Counting](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[tiger2005's solution](#)

1049.

105350D

[Tuples Fusion](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[tiger2005's solution](#)

1050.

105350C

[Yet Another Cool Pair Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[tiger2005's solution](#)

1051.

105350B

[A Cool Pair Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[tiger2005's solution](#)

1052.

105350A

[An OK Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[tiger2005's solution](#)

1053.

105293F

[Mr.Wow and Decoding](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[tiger2005's solution](#)

1054.

105293E

[Mr.Wow and Hidden Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[tiger2005's solution](#)

1055.

105293D

[Mr.Wow and Multiset](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[tiger2005's solution](#)

1056.

105293C

[Mr. Wow and Spells](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[tiger2005's solution](#)

1057.

105293A

[Mr. Wow and Lucky Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[tiger2005's solution](#)

1058.

105293B

[Mr. Wow and Dislikes](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[tiger2005's solution](#)

1059.

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: — · first AC: 2024-04-01 · last AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: *special, implementation

[tiger2005's solution](#)

1060.

1952J

[Help, what does it mean to be "Based"](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force, constructive algorithms, expression parsing, implementation, sortings

[tiger2005's solution](#)

1061.

1952E

[Sweep Line](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, combinatorics, games, math

[tiger2005's solution](#)

1062.

1952G

[Mathematician Takeover](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, binary search, dfs and similar, math

[tiger2005's solution](#)

1063.

1952H

[Palindrome](#) · [Tutorial](#)

Quality: 806 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, implementation, strings

[tiger2005's solution](#)

1064.

1952C

[They Have Fooled](#) · [Tutorial](#)

Quality: 3,262 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force, schedules

[tiger2005's solution](#)

1065.

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force

[tiger2005's solution](#)

1066.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,331 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings

[tiger2005's solution](#)

1067.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings

[tiger2005's solution](#)

1068.

104443C

[Morco-Feely Palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[tiger2005's solution](#)

1069.

104443H

[Random Generator](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[tiger2005's solution](#)

1070.

104443B

[Smaller than 100](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[tiger2005's solution](#)

1071.

104443D

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

Rating: — · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[tiger2005's solution](#)

1072.

104443A

[TheForces](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[tiger2005's solution](#)

1073.

104420B

[Mex Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[tiger2005's solution](#)

1074.

104420C

[Get the Long Binary Number](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[tiger2005's solution](#)

1075.

104420A

[Infinite Grid](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[tiger2005's solution](#)

1076.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, implementation
[tiger2005's solution](#)

1077.

1812C

[Digits](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special
[tiger2005's solution](#)

1078.

1812E

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

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, geometry, math
[tiger2005's solution](#)

1079.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[tiger2005's solution](#)

1080.

1812D

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

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, math, number theory

[tiger2005's solution](#)

1081.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, expression parsing, strings

[tiger2005's solution](#)

1082.

1663F

[In Every Generation...](#) · [Tutorial](#)

Quality: 377 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, strings

[tiger2005's solution](#)

1083.

1663H

[Cross-Language Program](#) · [Tutorial](#)

Quality: 1,353 global accepts · Rating: — · first AC: 2022-04-01 · Text (first AC) · Tags: *special, constructive algorithms

[tiger2005's solution](#)

1084.

1663E

[Are You Safe?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation

[tiger2005's solution](#)

1085.

1663D

[Is it rated - 3](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, combinatorics, dp, math

[tiger2005's solution](#)

1086.

1663C

[P Ö! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation, math

[tiger2005's solution](#)

1087.

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, divide and conquer, implementation, math

[tiger2005's solution](#)

1088.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, expression parsing, trees

[tiger2005's solution](#)

1089.

103119B

[Boring Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[tiger2005's solution](#)

1090.

103428J

[Circular Billiard Table](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[tiger2005's solution](#)

1091.

103428D

[Period](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[tiger2005's solution](#)

1092.

103428A

[Goodbye, Ziyin!](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[tiger2005's solution](#)

1093.

103389K

~~[ONPa8b](#)~~

Rating: — · first AC: 2021-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[tiger2005's solution](#)