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Unique solved — tkacper

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

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Count: 1,725

1.

2161A

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2.

2152A

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3.

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4.

2146A

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5.

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6.

2122A

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2124A

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8.

1991A

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2096A

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2063A

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13.

2061A

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14.

2060A

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15.

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16.

2057A

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17.

2053A

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2048A

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21.

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1870A

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23.

1866A

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1863A

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25.

1864A

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26.

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31.

1779A

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32.

1731A

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1621A

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34.

1616A

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1586A

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1566B

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1556A

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1562A

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1553A
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1516A
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1450A
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71A
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1452A
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68.

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69.

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70.

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71.

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72.

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73.

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74.

1393A

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75.

1399A

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1399B

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77.

1389A

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78.

1382A

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79.

1385B

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80.

1385A

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81.

2062B

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82.

2060C

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83.

2048B

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84.

1666D

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85.

1267B

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86.

1779B

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87.

1588A

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88.

1609A

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89.

1559B

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90.

1559A

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91.

1486A

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92.

1445B

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93.

1430A

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94.

1427A

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95.

1401A

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96.

1380A

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97.

2124B

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98.

1987B

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99.

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100.

2057B

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101.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,762 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, two pointers

[tkacper's solution](#)

102.

1876A

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

Quality: 34,910 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[tkacper's solution](#)

103.

1844B

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

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

[tkacper's solution](#)

104.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[tkacper's solution](#)

105.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[tkacper's solution](#)

106.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[tkacper's solution](#)

107.

1770A

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

Quality: 25,243 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[tkacper's solution](#)

108.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[tkacper's solution](#)

109.

1562B

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

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[tkacper's solution](#)

110.

1550B

[Maximum Cost Deletion](#) · [Tutorial](#)

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[tkacper's solution](#)

111.

1515B

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

Quality: 27,062 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory

[tkacper's solution](#)

112.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,132 global accepts · Rating: 1000 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[tkacper's solution](#)

113.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,883 global accepts · Rating: 1000 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[tkacper's solution](#)

114.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,042 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[tkacper's solution](#)

115.

1469A

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

Quality: 30,031 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[tkacper's solution](#)

116.

1465B

[Fair Numbers](#) · [Tutorial](#)

Rating: 1000 · first AC: 2020-12-20 · last AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[tkacper's solution](#)

117.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,037 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy

[tkacper's solution](#)

118.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,170 global accepts · Rating: 1000 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[tkacper's solution](#)

119.

1430C

[Numbers on Whiteboard](#) · [Tutorial](#)

Quality: 28,233 global accepts · Rating: 1000 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[tkacper's solution](#)

120.

1405B

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

Quality: 23,029 global accepts · Rating: 1000 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[tkacper's solution](#)

121.

1395A

[Boboniu Likes to Color Balls](#) · [Tutorial](#)

Quality: 25,495 global accepts · Rating: 1000 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[tkacper's solution](#)

122.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,783 global accepts · Rating: 1000 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[tkacper's solution](#)

123.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[tkacper's solution](#)

124.

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,921 global accepts · Rating: 1100 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[tkacper's solution](#)

125.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[tkacper's solution](#)

126.

1991B

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

Quality: 18,902 global accepts · Rating: 1100 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive

algorithms, greedy

[tkacper's solution](#)

127.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,568 global accepts · Rating: 1100 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[tkacper's solution](#)

128.

2063B

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

Quality: 23,192 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[tkacper's solution](#)

129.

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry

[tkacper's solution](#)

130.

2060D

[Subtract Min Sort](#) · [Tutorial](#)

Quality: 26,195 global accepts · Rating: 1100 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[tkacper's solution](#)

131.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,531 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[tkacper's solution](#)

132.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[tkacper's solution](#)

133.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,613 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[tkacper's solution](#)

134.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,793 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[tkacper's solution](#)

135.

1616B

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

Quality: 20,708 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[tkacper's solution](#)

136.

1609B

[William the Vigilant](#) · [Tutorial](#)

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[tkacper's solution](#)

137.

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
[tkacper's solution](#)

138.

1557B

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

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[tkacper's solution](#)

139.

1523B

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

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[tkacper's solution](#)

140.

1509B

[TMT Document](#) · [Tutorial](#)

Quality: 23,055 global accepts · Rating: 1100 · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[tkacper's solution](#)

141.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,396 global accepts · Rating: 1100 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math
[tkacper's solution](#)

142.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,906 global accepts · Rating: 1100 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[tkacper's solution](#)

143.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,925 global accepts · Rating: 1100 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[tkacper's solution](#)

144.

630J

[Divisibility](#) · [Tutorial](#)

Quality: 12,714 global accepts · Rating: 1100 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[tkacper's solution](#)

145.

1421B

[Putting Bricks in the Wall](#) · [Tutorial](#)

Quality: 13,474 global accepts · Rating: 1100 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[tkacper's solution](#)

146.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings
[tkacper's solution](#)

147.

1417B

[Two Arrays](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 1100 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[tkacper's solution](#)

148.

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,922 global accepts · Rating: 1100 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[tkacper's solution](#)

149.

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[tkacper's solution](#)

150.

1395B

[Boboniu Plays Chess](#) · [Tutorial](#)

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[tkacper's solution](#)

151.

1382B

[Sequential Nim](#) · [Tutorial](#)

Quality: 26,094 global accepts · Rating: 1100 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[tkacper's solution](#)

152.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,552 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[tkacper's solution](#)

153.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1200 · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[tkacper's solution](#)

154.

2062C

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

Quality: 18,387 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[tkacper's solution](#)

155.

2056C

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

Quality: 19,433 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[tkacper's solution](#)

156.

2053B

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

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy

[tkacper's solution](#)

157.

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[tkacper's solution](#)

158.

2046A

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

Quality: 16,807 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[tkacper's solution](#)

159.

1874A

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

Quality: 19,386 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation
[tkacper's solution](#)

160.

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
[tkacper's solution](#)

161.

1799B

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

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

162.

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
[tkacper's solution](#)

163.

1586B

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

Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, trees
[tkacper's solution](#)

164.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,808 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
[tkacper's solution](#)

165.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
[tkacper's solution](#)

166.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,575 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings
[tkacper's solution](#)

167.

1497C1

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

Quality: 29,223 global accepts · Rating: 1200 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[tkacper's solution](#)

168.

1517B

[Morning Jogging](#) · [Tutorial](#)

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

[tkacper's solution](#)

169.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,925 global accepts · Rating: 1200 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[tkacper's solution](#)

170.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[tkacper's solution](#)

171.

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,921 global accepts · Rating: 1200 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[tkacper's solution](#)

172.

1437B

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

Quality: 20,852 global accepts · Rating: 1200 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[tkacper's solution](#)

173.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[tkacper's solution](#)

174.

1409C

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

Quality: 24,640 global accepts · Rating: 1200 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[tkacper's solution](#)

175.

1399C

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

Quality: 32,649 global accepts · Rating: 1200 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers

[tkacper's solution](#)

176.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[tkacper's solution](#)

177.

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,760 global accepts · Rating: 1200 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[tkacper's solution](#)

178.

2152B

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

Quality: 12,852 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[tkacper's solution](#)

179.

2146C

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

Quality: 13,310 global accepts · Rating: 1300 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms

[tkacper's solution](#)

180.

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[tkacper's solution](#)

181.

2129A

[Double Perspective · Tutorial](#)

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[tkacper's solution](#)

182.

2124C

[Subset Multiplication · Tutorial](#)

Quality: 14,590 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[tkacper's solution](#)

183.

1991C

[Absolute Zero · Tutorial](#)

Quality: 17,705 global accepts · Rating: 1300 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[tkacper's solution](#)

184.

2101A

[Mex in the Grid · Tutorial](#)

Quality: 13,426 global accepts · Rating: 1300 · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[tkacper's solution](#)

185.

2056B

[Find the Permutation · Tutorial](#)

Quality: 17,921 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[tkacper's solution](#)

186.

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

[tkacper's solution](#)

187.

1867C

[Salyg1n and the MEX Game · Tutorial](#)

Quality: 12,668 global accepts · Rating: 1300 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[tkacper's solution](#)

188.

1868A

[Fill in the Matrix · Tutorial](#)

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[tkacper's solution](#)

189.

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

[tkacper's solution](#)

190.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[tkacper's solution](#)

191.

1815A

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

Quality: 15,973 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[tkacper's solution](#)

192.

1810C

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

Quality: 16,550 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[tkacper's solution](#)

193.

1603A

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

Quality: 17,824 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[tkacper's solution](#)

194.

1556B

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

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[tkacper's solution](#)

195.

1558A

[Charmed by the Game](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[tkacper's solution](#)

196.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[tkacper's solution](#)

197.

1322A

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

Quality: 12,887 global accepts · Rating: 1300 · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[tkacper's solution](#)

198.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[tkacper's solution](#)

199.

1470A

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

Quality: 29,384 global accepts · Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[tkacper's solution](#)

200.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[tkacper's solution](#)

201.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,719 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[tkacper's solution](#)

202.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[tkacper's solution](#)

203.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,833 global accepts · Rating: 1300 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[tkacper's solution](#)

204.

1382C1

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

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

[tkacper's solution](#)

205.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[tkacper's solution](#)

206.

2084C

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

Quality: 11,709 global accepts · Rating: 1400 · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[tkacper's solution](#)

207.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,382 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[tkacper's solution](#)

208.

2066A

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

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive

[tkacper's solution](#)

209.

2038L

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

Quality: 7,985 global accepts · Rating: 1400 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[tkacper's solution](#)

210.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, greedy, sortings

[tkacper's solution](#)

211.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[tkacper's solution](#)

212.

2034C

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

Quality: 9,138 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[tkacper's solution](#)

213.

1866B

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

Quality: 9,180 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[tkacper's solution](#)

214.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,765 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[tkacper's solution](#)

215.

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

[tkacper's solution](#)

216.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[tkacper's solution](#)

217.

1609C

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

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[tkacper's solution](#)

218.

1559D1

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

Quality: 16,027 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[tkacper's solution](#)

219.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy
[tkacper's solution](#)

220.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,710 global accepts · Rating: 1400 · first AC: 2020-07-13 · last AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings
[tkacper's solution](#)

221.

1515C

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

Quality: 18,750 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[tkacper's solution](#)

222.

1517C

[Fillomino 2](#) · [Tutorial](#)

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

223.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,167 global accepts · Rating: 1400 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[tkacper's solution](#)

224.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation
[tkacper's solution](#)

225.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,492 global accepts · Rating: 1400 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings
[tkacper's solution](#)

226.

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[tkacper's solution](#)

227.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[tkacper's solution](#)

228.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,454 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[tkacper's solution](#)

229.

1393B

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

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

[tkacper's solution](#)

230.

1380B

[Universal Solution](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[tkacper's solution](#)

231.

2146D1

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

Quality: 10,457 global accepts · Rating: 1500 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[tkacper's solution](#)

232.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1500 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[tkacper's solution](#)

233.

2115A

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

Quality: 14,953 global accepts · Rating: 1500 · first AC: 2025-05-31 · last AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[tkacper's solution](#)

234.

2060E

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

Quality: 12,249 global accepts · Rating: 1500 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[tkacper's solution](#)

235.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[tkacper's solution](#)

236.

2053C

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

Quality: 12,332 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[tkacper's solution](#)

237.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,344 global accepts · Rating: 1500 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[tkacper's solution](#)

238.

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

[tkacper's solution](#)

239.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[tkacper's solution](#)

240.

1732D1

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

Quality: 9,901 global accepts · Rating: 1500 · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, number theory

[tkacper's solution](#)

241.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[tkacper's solution](#)

242.

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, implementation, math

[tkacper's solution](#)

243.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,309 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[tkacper's solution](#)

244.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[tkacper's solution](#)

245.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, two pointers

[tkacper's solution](#)

246.

1545A

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

Quality: 14,881 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[tkacper's solution](#)

247.

1299A

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

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[tkacper's solution](#)

248.

1515D

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

Quality: 12,820 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[tkacper's solution](#)

249.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,533 global accepts · Rating: 1500 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
[tkacper's solution](#)

250.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 1500 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[tkacper's solution](#)

251.

1486B

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

Quality: 20,476 global accepts · Rating: 1500 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings
[tkacper's solution](#)

252.

1487D

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

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory
[tkacper's solution](#)

253.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,563 global accepts · Rating: 1500 · first AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, two pointers
[tkacper's solution](#)

254.

1466D

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

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2020-12-30 · last AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees
[tkacper's solution](#)

255.

1439A1

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

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[tkacper's solution](#)

256.

630K

[Indivisibility](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1500 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[tkacper's solution](#)

257.

1445C

[Division](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[tkacper's solution](#)

258.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers
[tkacper's solution](#)

259.

1417C

[k-Amazing Numbers](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[tkacper's solution](#)

260.

1405C

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

Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[tkacper's solution](#)

261.

1409D

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

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[tkacper's solution](#)

262.

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,466 global accepts · Rating: 1500 · first AC: 2020-08-30 · last AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, sortings

[tkacper's solution](#)

263.

1391C

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

Quality: 16,026 global accepts · Rating: 1500 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math

[tkacper's solution](#)

264.

1399D

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

Quality: 19,900 global accepts · Rating: 1500 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[tkacper's solution](#)

265.

1379A

[Acacius and String](#) · [Tutorial](#)

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-08-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[tkacper's solution](#)

266.

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[tkacper's solution](#)

267.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,958 global accepts · Rating: 1500 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[tkacper's solution](#)

268.

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,130 global accepts · Rating: 1500 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[tkacper's solution](#)

269.

2084D

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

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[tkacper's solution](#)

270.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,261 global accepts · Rating: 1600 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[tkacper's solution](#)

271.

2063C

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

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[tkacper's solution](#)

272.

2061D

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

Quality: 10,781 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[tkacper's solution](#)

273.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,959 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp

[tkacper's solution](#)

274.

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,240 global accepts · Rating: 1600 · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[tkacper's solution](#)

275.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[tkacper's solution](#)

276.

2046B

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

Quality: 10,866 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[tkacper's solution](#)

277.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[tkacper's solution](#)

278.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[tkacper's solution](#)

279.

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[tkacper's solution](#)

280.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math

[tkacper's solution](#)

281.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[tkacper's solution](#)

282.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[tkacper's solution](#)

283.

1677A

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

Quality: 9,354 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[tkacper's solution](#)

284.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[tkacper's solution](#)

285.

1566D2

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

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[tkacper's solution](#)

286.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[tkacper's solution](#)

287.

1497C2

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

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[tkacper's solution](#)

288.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,633 global accepts · Rating: 1600 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[tkacper's solution](#)

289.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, sortings
[tkacper's solution](#)

290.

1523C

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

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, trees
[tkacper's solution](#)

291.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees
[tkacper's solution](#)

292.

1514C

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

Quality: 18,285 global accepts · Rating: 1600 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory
[tkacper's solution](#)

293.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[tkacper's solution](#)

294.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
[tkacper's solution](#)

295.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,400 global accepts · Rating: 1600 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[tkacper's solution](#)

296.

1476C

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

Quality: 12,300 global accepts · Rating: 1600 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy
[tkacper's solution](#)

297.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,373 global accepts · Rating: 1600 · first AC: 2020-12-31 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths, trees
[tkacper's solution](#)

298.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,680 global accepts · Rating: 1600 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, two pointers
[tkacper's solution](#)

299.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,292 global accepts · Rating: 1600 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[tkacper's solution](#)

300.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[tkacper's solution](#)

301.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,344 global accepts · Rating: 1600 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy
[tkacper's solution](#)

302.

1397C

[Multiples of Length](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[tkacper's solution](#)

303.

1395C

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

Quality: 15,209 global accepts · Rating: 1600 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
[tkacper's solution](#)

304.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation
[tkacper's solution](#)

305.

2152D

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

Quality: 6,747 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math
[tkacper's solution](#)

306.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings
[tkacper's solution](#)

307.

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,092 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers
[tkacper's solution](#)

308.

2109C2

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

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory
[tkacper's solution](#)

309.

2089A

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

Quality: 7,192 global accepts · Rating: 1700 · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

number theory

[tkacper's solution](#)

310.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[tkacper's solution](#)

311.

2052F

[Fix Flooded Floor](#) · [Tutorial](#)

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, graphs

[tkacper's solution](#)

312.

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

[tkacper's solution](#)

313.

1916D

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

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

[tkacper's solution](#)

314.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[tkacper's solution](#)

315.

1868B1

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

Quality: 8,325 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[tkacper's solution](#)

316.

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

[tkacper's solution](#)

317.

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, probabilities

[tkacper's solution](#)

318.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,540 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[tkacper's solution](#)

319.

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[tkacper's solution](#)

320.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,052 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[tkacper's solution](#)

321.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[tkacper's solution](#)

322.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,498 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[tkacper's solution](#)

323.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,134 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[tkacper's solution](#)

324.

1677B

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

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[tkacper's solution](#)

325.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, interactive, math

[tkacper's solution](#)

326.

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[tkacper's solution](#)

327.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[tkacper's solution](#)

328.

1562D1

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

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[tkacper's solution](#)

329.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,500 global accepts · Rating: 1700 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[tkacper's solution](#)

330.

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,111 global accepts · Rating: 1700 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[tkacper's solution](#)

331.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[tkacper's solution](#)

332.

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[tkacper's solution](#)

333.

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,664 global accepts · Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[tkacper's solution](#)

334.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,110 global accepts · Rating: 1700 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[tkacper's solution](#)

335.

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,390 global accepts · Rating: 1700 · first AC: 2021-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[tkacper's solution](#)

336.

1491C

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

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[tkacper's solution](#)

337.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[tkacper's solution](#)

338.

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search

[tkacper's solution](#)

339.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation,

strings

[tkacper's solution](#)

340.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[tkacper's solution](#)

341.

833A

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

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[tkacper's solution](#)

342.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[tkacper's solution](#)

343.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[tkacper's solution](#)

344.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[tkacper's solution](#)

345.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[tkacper's solution](#)

346.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,304 global accepts · Rating: 1700 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[tkacper's solution](#)

347.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[tkacper's solution](#)

348.

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[tkacper's solution](#)

349.

1382C2

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

Rating: 1700 · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings

[tkacper's solution](#)

350.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[tkacper's solution](#)

351.

2127D

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

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[tkacper's solution](#)

352.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games

[tkacper's solution](#)

353.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[tkacper's solution](#)

354.

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1800 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities

[tkacper's solution](#)

355.

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,522 global accepts · Rating: 1800 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[tkacper's solution](#)

356.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry

[tkacper's solution](#)

357.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[tkacper's solution](#)

358.

1267J

[Just Arrange the Icons](#) · [Tutorial](#)

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[tkacper's solution](#)

359.

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,357 global accepts · Rating: 1800 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[tkacper's solution](#)

360.

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
[tkacper's solution](#)

361.

1856E1

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

Quality: 6,440 global accepts · Rating: 1800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees
[tkacper's solution](#)

362.

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
[tkacper's solution](#)

363.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory
[tkacper's solution](#)

364.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1800 · first AC: 2023-03-09 · last AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
[tkacper's solution](#)

365.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · last AC: 2023-02-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math
[tkacper's solution](#)

366.

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers
[tkacper's solution](#)

367.

1586D

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

Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math
[tkacper's solution](#)

368.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings
[tkacper's solution](#)

369.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,589 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[tkacper's solution](#)

370.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[tkacper's solution](#)

371.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-01 · last AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers
[tkacper's solution](#)

372.

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings
[tkacper's solution](#)

373.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math
[tkacper's solution](#)

374.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy
[tkacper's solution](#)

375.

1535D

[Playoff Tournament](#) · [Tutorial](#)

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees
[tkacper's solution](#)

376.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[tkacper's solution](#)

377.

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[tkacper's solution](#)

378.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,240 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths
[tkacper's solution](#)

379.

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,305 global accepts · Rating: 1800 · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[tkacper's solution](#)

380.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[tkacper's solution](#)

381.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, hashing, implementation, math

[tkacper's solution](#)

382.

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[tkacper's solution](#)

383.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[tkacper's solution](#)

384.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[tkacper's solution](#)

385.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[tkacper's solution](#)

386.

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,537 global accepts · Rating: 1800 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[tkacper's solution](#)

387.

1450D

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

Quality: 5,805 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[tkacper's solution](#)

388.

1442A

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

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[tkacper's solution](#)

389.

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[tkacper's solution](#)

390.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,186 global accepts · Rating: 1800 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[tkacper's solution](#)

391.

1426E

[Rock, Paper, Scissors](#) · [Tutorial](#)

Quality: 8,138 global accepts · Rating: 1800 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

[tkacper's solution](#)

392.

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1800 · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[tkacper's solution](#)

393.

1397D

[Stoned Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-09-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, implementation

[tkacper's solution](#)

394.

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[tkacper's solution](#)

395.

1395D

[Boboniu Chats with Du](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings

[tkacper's solution](#)

396.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,564 global accepts · Rating: 1800 · first AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: dp

[tkacper's solution](#)

397.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[tkacper's solution](#)

398.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 1900 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[tkacper's solution](#)

399.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[tkacper's solution](#)

400.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[tkacper's solution](#)

401.

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[tkacper's solution](#)

402.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[tkacper's solution](#)

403.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy

[tkacper's solution](#)

404.

2052E

[Expression Correction](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, expression parsing, strings

[tkacper's solution](#)

405.

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

[tkacper's solution](#)

406.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,955 global accepts · Rating: 1900 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[tkacper's solution](#)

407.

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-03-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[tkacper's solution](#)

408.

1921F

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

Quality: 5,011 global accepts · Rating: 1900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[tkacper's solution](#)

409.

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[tkacper's solution](#)

410.

1823D

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

Quality: 4,312 global accepts · Rating: 1900 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, strings
[tkacper's solution](#)

411.

724D

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

Quality: 2,460 global accepts · Rating: 1900 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings
[tkacper's solution](#)

412.

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
[tkacper's solution](#)

413.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings
[tkacper's solution](#)

414.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,803 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dp
[tkacper's solution](#)

415.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation
[tkacper's solution](#)

416.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[tkacper's solution](#)

417.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory, two pointers
[tkacper's solution](#)

418.

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[tkacper's solution](#)

419.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers
[tkacper's solution](#)

420.

1483B

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

[tkacper's solution](#)

421.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[tkacper's solution](#)

422.

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[tkacper's solution](#)

423.

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[tkacper's solution](#)

424.

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms

[tkacper's solution](#)

425.

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1900 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, sortings

[tkacper's solution](#)

426.

1477B

[Nezzar and Binary String](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[tkacper's solution](#)

427.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[tkacper's solution](#)

428.

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,835 global accepts · Rating: 1900 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[tkacper's solution](#)

429.

1439A2

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

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[tkacper's solution](#)

430.

1445D

[Divide and Sum](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[tkacper's solution](#)

431.

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[tkacper's solution](#)

432.

1421D

[Hexagons](#) · [Tutorial](#)

Quality: 4,381 global accepts · Rating: 1900 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths

[tkacper's solution](#)

433.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[tkacper's solution](#)

434.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,332 global accepts · Rating: 1900 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[tkacper's solution](#)

435.

1405D

[Tree Tag](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, games, strings, trees

[tkacper's solution](#)

436.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,872 global accepts · Rating: 1900 · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[tkacper's solution](#)

437.

550D

[Regular Bridge](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1900 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[tkacper's solution](#)

438.

2146D2

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

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[tkacper's solution](#)

439.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[tkacper's solution](#)

440.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[tkacper's solution](#)

441.

2096D

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

Quality: 5,600 global accepts · Rating: 2000 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[tkacper's solution](#)

442.

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy

[tkacper's solution](#)

443.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[tkacper's solution](#)

444.

2063D

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

Quality: 5,041 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[tkacper's solution](#)

445.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[tkacper's solution](#)

446.

2052J

[Judicious Watching](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, sortings

[tkacper's solution](#)

447.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[tkacper's solution](#)

448.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[tkacper's solution](#)

449.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms,

divide and conquer, greedy, hashing, implementation, math, strings

[tkacper's solution](#)

450.

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,030 global accepts · Rating: 2000 · first AC: 2023-09-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[tkacper's solution](#)

451.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,347 global accepts · Rating: 2000 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[tkacper's solution](#)

452.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[tkacper's solution](#)

453.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,485 global accepts · Rating: 2000 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[tkacper's solution](#)

454.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[tkacper's solution](#)

455.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[tkacper's solution](#)

456.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[tkacper's solution](#)

457.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[tkacper's solution](#)

458.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[tkacper's solution](#)

459.

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

[tkacper's solution](#)

460.

1588B

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

Rating: 2000 · first AC: 2022-01-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, interactive

[tkacper's solution](#)

461.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[tkacper's solution](#)

462.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,446 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[tkacper's solution](#)

463.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[tkacper's solution](#)

464.

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2021-07-23 · last AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[tkacper's solution](#)

465.

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,814 global accepts · Rating: 2000 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[tkacper's solution](#)

466.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[tkacper's solution](#)

467.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[tkacper's solution](#)

468.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2021-07-06 · last AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[tkacper's solution](#)

469.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 2000 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[tkacper's solution](#)

470.

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,947 global accepts · Rating: 2000 · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[tkacper's solution](#)

471.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,127 global accepts · Rating: 2000 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[tkacper's solution](#)

472.

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,614 global accepts · Rating: 2000 · first AC: 2021-02-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[tkacper's solution](#)

473.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[tkacper's solution](#)

474.

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[tkacper's solution](#)

475.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: dp

[tkacper's solution](#)

476.

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math

[tkacper's solution](#)

477.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[tkacper's solution](#)

478.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,036 global accepts · Rating: 2000 · first AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[tkacper's solution](#)

479.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,673 global accepts · Rating: 2000 · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[tkacper's solution](#)

480.

1417D

[Make Them Equal](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[tkacper's solution](#)

481.

1417E

[XOR Inverse](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, strings, trees

[tkacper's solution](#)

482.

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[tkacper's solution](#)

483.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,080 global accepts · Rating: 2000 · first AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[tkacper's solution](#)

484.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,345 global accepts · Rating: 2000 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[tkacper's solution](#)

485.

1370D

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

Quality: 10,927 global accepts · Rating: 2000 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[tkacper's solution](#)

486.

1380D

[Berserk And Fireball](#) · [Tutorial](#)

Quality: 5,005 global accepts · Rating: 2000 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

[tkacper's solution](#)

487.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[tkacper's solution](#)

488.

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[tkacper's solution](#)

489.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[tkacper's solution](#)

490.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[tkacper's solution](#)

491.

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

[tkacper's solution](#)

492.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,144 global accepts · Rating: 2100 · first AC: 2025-05-21 · last AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, trees

[tkacper's solution](#)

493.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[tkacper's solution](#)

494.

2052D

[DAG Serialization](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs

[tkacper's solution](#)

495.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[tkacper's solution](#)

496.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math

[tkacper's solution](#)

497.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, number theory

[tkacper's solution](#)

498.

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[tkacper's solution](#)

499.

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[tkacper's solution](#)

500.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[tkacper's solution](#)

501.

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[tkacper's solution](#)

502.

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

[tkacper's solution](#)

503.

1868B2

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

Quality: 2,751 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[tkacper's solution](#)

504.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[tkacper's solution](#)

505.

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[tkacper's solution](#)

506.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[tkacper's solution](#)

507.

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,188 global accepts · Rating: 2100 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees

[tkacper's solution](#)

508.

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

[tkacper's solution](#)

509.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 2100 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive

[tkacper's solution](#)

510.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2100 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[tkacper's solution](#)

511.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[tkacper's solution](#)

512.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[tkacper's solution](#)

513.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[tkacper's solution](#)

514.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[tkacper's solution](#)

515.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[tkacper's solution](#)

516.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,756 global accepts · Rating: 2100 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[tkacper's solution](#)

517.

1185G1

[Playlist for Polycarp \(easy version\)](#) · [Tutorial](#)

Quality: 3,198 global accepts · Rating: 2100 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[tkacper's solution](#)

518.

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 2100 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[tkacper's solution](#)

519.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[tkacper's solution](#)

520.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[tkacper's solution](#)

521.

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[tkacper's solution](#)

522.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy

[tkacper's solution](#)

523.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[tkacper's solution](#)

524.

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,895 global accepts · Rating: 2100 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[tkacper's solution](#)

525.

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2021-04-29 · Python 3 (first AC) · Tags: dp, math, number theory

[tkacper's solution](#)

526.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 2100 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[tkacper's solution](#)

527.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[tkacper's solution](#)

528.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[tkacper's solution](#)

529.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp
[tkacper's solution](#)

530.

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
[tkacper's solution](#)

531.

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation
[tkacper's solution](#)

532.

1472F

[New Year's Puzzle](#) · [Tutorial](#)

Quality: 3,289 global accepts · Rating: 2100 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings
[tkacper's solution](#)

533.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,643 global accepts · Rating: 2100 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
[tkacper's solution](#)

534.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[tkacper's solution](#)

535.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings
[tkacper's solution](#)

536.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees
[tkacper's solution](#)

537.

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search
[tkacper's solution](#)

538.

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths
[tkacper's solution](#)

539.

1991F

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

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[tkacper's solution](#)

540.

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-05-19 · last AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, math, probabilities

[tkacper's solution](#)

541.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[tkacper's solution](#)

542.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[tkacper's solution](#)

543.

2060F

[Multiplicative Arrays](#) · [Tutorial](#)

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, number theory

[tkacper's solution](#)

544.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,666 global accepts · Rating: 2200 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[tkacper's solution](#)

545.

2034E

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

Quality: 2,018 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[tkacper's solution](#)

546.

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[tkacper's solution](#)

547.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[tkacper's solution](#)

548.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[tkacper's solution](#)

549.

1921G

[Mischievous Shooter](#) · [Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation

[tkacper's solution](#)

550.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,387 global accepts · Rating: 2200 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs

[tkacper's solution](#)

551.

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[tkacper's solution](#)

552.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[tkacper's solution](#)

553.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive

[tkacper's solution](#)

554.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[tkacper's solution](#)

555.

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs

[tkacper's solution](#)

556.

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

[tkacper's solution](#)

557.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2023-07-10 · last AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[tkacper's solution](#)

558.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[tkacper's solution](#)

559.

1795E

[Explosions? · Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[tkacper's solution](#)

560.

1627E

[Not Escaping · Tutorial](#)

Quality: 2,791 global accepts · Rating: 2200 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[tkacper's solution](#)

561.

1785C

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

Rating: 2200 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[tkacper's solution](#)

562.

1721E

[Prefix Function Queries · Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[tkacper's solution](#)

563.

1741G

[Kirill and Company · Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[tkacper's solution](#)

564.

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

[tkacper's solution](#)

565.

1616E

[Lexicographically Small Enough · Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings

[tkacper's solution](#)

566.

1579G

[Minimal Coverage · Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: dp

[tkacper's solution](#)

567.

1556E

[Equilibrium · Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[tkacper's solution](#)

568.

1562D2

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

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[tkacper's solution](#)

569.

387D

[George and Interesting Graph](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: graph matchings

[tkacper's solution](#)

570.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-15 · last AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[tkacper's solution](#)

571.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[tkacper's solution](#)

572.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[tkacper's solution](#)

573.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[tkacper's solution](#)

574.

1503C

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

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[tkacper's solution](#)

575.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings

[tkacper's solution](#)

576.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[tkacper's solution](#)

577.

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[tkacper's solution](#)

578.

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, interactive,

sortings

[tkacper's solution](#)

579.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[tkacper's solution](#)

580.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[tkacper's solution](#)

581.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,276 global accepts · Rating: 2200 · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: dp

[tkacper's solution](#)

582.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[tkacper's solution](#)

583.

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[tkacper's solution](#)

584.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[tkacper's solution](#)

585.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[tkacper's solution](#)

586.

1471F

[Strange Housing](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[tkacper's solution](#)

587.

1437E

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

Quality: 3,927 global accepts · Rating: 2200 · first AC: 2021-01-01 · last AC: 2021-01-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[tkacper's solution](#)

588.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings

[tkacper's solution](#)

589.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[tkacper's solution](#)

590.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[tkacper's solution](#)

591.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,039 global accepts · Rating: 2200 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[tkacper's solution](#)

592.

2146E

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

Quality: 2,054 global accepts · Rating: 2300 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[tkacper's solution](#)

593.

2129C3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[tkacper's solution](#)

594.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[tkacper's solution](#)

595.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[tkacper's solution](#)

596.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2300 · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[tkacper's solution](#)

597.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[tkacper's solution](#)

598.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[tkacper's solution](#)

599.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[tkacper's solution](#)

600.

2043E

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

Quality: 1,827 global accepts · Rating: 2300 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[tkacper's solution](#)

601.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[tkacper's solution](#)

602.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2300 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[tkacper's solution](#)

603.

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, math

[tkacper's solution](#)

604.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, strings

[tkacper's solution](#)

605.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[tkacper's solution](#)

606.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[tkacper's solution](#)

607.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2300 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy

[tkacper's solution](#)

608.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-07-03 · last AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[tkacper's solution](#)

609.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games

[tkacper's solution](#)

610.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[tkacper's solution](#)

611.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[tkacper's solution](#)

612.

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2024-02-08 · last AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees

[tkacper's solution](#)

613.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-19 · last AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[tkacper's solution](#)

614.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[tkacper's solution](#)

615.

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[tkacper's solution](#)

616.

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

[tkacper's solution](#)

617.

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, two pointers

[tkacper's solution](#)

618.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[tkacper's solution](#)

619.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[tkacper's solution](#)

620.

1695D2

[Tree Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[tkacper's solution](#)

621.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,772 global accepts · Rating: 2300 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[tkacper's solution](#)

622.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[tkacper's solution](#)

623.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[tkacper's solution](#)

624.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: graphs, hashing, math, number theory

[tkacper's solution](#)

625.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[tkacper's solution](#)

626.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices, number theory, two pointers

[tkacper's solution](#)

627.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2023-02-08 · last AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, math

[tkacper's solution](#)

628.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[tkacper's solution](#)

629.

1698E

[Permutation Forces II](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[tkacper's solution](#)

630.

1782E

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

Rating: 2300 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[tkacper's solution](#)

631.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2022-11-15 · last AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[tkacper's solution](#)

632.

1748E

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

Quality: 2,666 global accepts · Rating: 2300 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[tkacper's solution](#)

633.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[tkacper's solution](#)

634.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[tkacper's solution](#)

635.

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, probabilities

[tkacper's solution](#)

636.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[tkacper's solution](#)

637.

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-01-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy

[tkacper's solution](#)

638.

1548D1

[Gregor and the Odd Cows \(Easy\) · Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, geometry, math, number theory

[tkacper's solution](#)

639.

1552E

[Colors and Intervals · Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[tkacper's solution](#)

640.

817F

[MEX Queries · Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, trees

[tkacper's solution](#)

641.

1540B

[Tree Array · Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[tkacper's solution](#)

642.

1513E

[Cost Equilibrium · Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[tkacper's solution](#)

643.

1550D

[Excellent Arrays · Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[tkacper's solution](#)

644.

1528C

[Trees of Tranquility · Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[tkacper's solution](#)

645.

1494D

[Dogeforces · Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[tkacper's solution](#)

646.

1476E

[Pattern Matching · Tutorial](#)

Quality: 2,755 global accepts · Rating: 2300 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[tkacper's solution](#)

647.

1422D

[Returning Home · Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, sortings

[tkacper's solution](#)

648.

1468M

[Similar Sets](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2300 · first AC: 2021-01-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, implementation

[tkacper's solution](#)

649.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,177 global accepts · Rating: 2300 · first AC: 2020-12-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[tkacper's solution](#)

650.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[tkacper's solution](#)

651.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-10-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[tkacper's solution](#)

652.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, trees

[tkacper's solution](#)

653.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-12 · last AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[tkacper's solution](#)

654.

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2300 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation

[tkacper's solution](#)

655.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[tkacper's solution](#)

656.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[tkacper's solution](#)

657.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures,

divide and conquer, dp, graphs, greedy, shortest paths

[tkacper's solution](#)

658.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[tkacper's solution](#)

659.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[tkacper's solution](#)

660.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[tkacper's solution](#)

661.

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings

[tkacper's solution](#)

662.

2052B

[BitBitJump](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tkacper's solution](#)

663.

2038D

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

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[tkacper's solution](#)

664.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[tkacper's solution](#)

665.

1930E

[2..3...4... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,467 global accepts · Rating: 2400 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[tkacper's solution](#)

666.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[tkacper's solution](#)

667.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[tkacper's solution](#)

668.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[tkacper's solution](#)

669.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2400 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[tkacper's solution](#)

670.

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, math

[tkacper's solution](#)

671.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2400 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[tkacper's solution](#)

672.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[tkacper's solution](#)

673.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[tkacper's solution](#)

674.

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[tkacper's solution](#)

675.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[tkacper's solution](#)

676.

1882E1

[Two Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[tkacper's solution](#)

677.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[tkacper's solution](#)

678.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[tkacper's solution](#)

679.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · last AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[tkacper's solution](#)

680.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[tkacper's solution](#)

681.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[tkacper's solution](#)

682.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[tkacper's solution](#)

683.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[tkacper's solution](#)

684.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-12-29 · last AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[tkacper's solution](#)

685.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[tkacper's solution](#)

686.

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

[tkacper's solution](#)

687.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · last AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[tkacper's solution](#)

688.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2023-04-26 · last AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[tkacper's solution](#)

689.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, number theory

[tkacper's solution](#)

690.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[tkacper's solution](#)

691.

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[tkacper's solution](#)

692.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-03-15 · last AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[tkacper's solution](#)

693.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[tkacper's solution](#)

694.

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[tkacper's solution](#)

695.

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[tkacper's solution](#)

696.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[tkacper's solution](#)

697.

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2400 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[tkacper's solution](#)

698.

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[tkacper's solution](#)

699.

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[tkacper's solution](#)

700.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[tkacper's solution](#)

701.

1732D2

[Balance \(Hard version\)](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2023-01-17 · last AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory

[tkacper's solution](#)

702.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[tkacper's solution](#)

703.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2400 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[tkacper's solution](#)

704.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2023-01-08 · last AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[tkacper's solution](#)

705.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[tkacper's solution](#)

706.

1779E

[Any's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[tkacper's solution](#)

707.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[tkacper's solution](#)

708.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[tkacper's solution](#)

709.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-31 · last AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[tkacper's solution](#)

710.

1736C2

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

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[tkacper's solution](#)

711.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[tkacper's solution](#)

712.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[tkacper's solution](#)

713.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[tkacper's solution](#)

714.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[tkacper's solution](#)

715.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[tkacper's solution](#)

716.

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[tkacper's solution](#)

717.

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[tkacper's solution](#)

718.

1582F2

[Korneyevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[tkacper's solution](#)

719.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[tkacper's solution](#)

720.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, greedy

[tkacper's solution](#)

721.

1526E

[Oolimry and Suffix Array](#) · [Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2021-08-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[tkacper's solution](#)

722.

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

[tkacper's solution](#)

723.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[tkacper's solution](#)

724.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[tkacper's solution](#)

725.

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[tkacper's solution](#)

726.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[tkacper's solution](#)

727.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[tkacper's solution](#)

728.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[tkacper's solution](#)

729.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, sortings

[tkacper's solution](#)

730.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[tkacper's solution](#)

731.

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[tkacper's solution](#)

732.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,737 global accepts · Rating: 2400 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[tkacper's solution](#)

733.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2020-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[tkacper's solution](#)

734.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[tkacper's solution](#)

735.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-10-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[tkacper's solution](#)

736.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2020-09-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, sortings

[tkacper's solution](#)

737.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy
[tkacper's solution](#)

738.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp
[tkacper's solution](#)

739.

1951F

[Inversion Composition](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy
[tkacper's solution](#)

740.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities
[tkacper's solution](#)

741.

2101D

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

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers
[tkacper's solution](#)

742.

2005E2

[Subtriangle Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 2500 · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, games, greedy, implementation
[tkacper's solution](#)

743.

2081B

[Balancing](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2500 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[tkacper's solution](#)

744.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees
[tkacper's solution](#)

745.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[tkacper's solution](#)

746.

1945G

[Cook and Porridge](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2500 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, implementation
[tkacper's solution](#)

747.

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math

[tkacper's solution](#)

748.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[tkacper's solution](#)

749.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[tkacper's solution](#)

750.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[tkacper's solution](#)

751.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-12-01 · last AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[tkacper's solution](#)

752.

2038F

[Alternative Platforms](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2500 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[tkacper's solution](#)

753.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[tkacper's solution](#)

754.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[tkacper's solution](#)

755.

1986G2

[Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,442 global accepts · Rating: 2500 · first AC: 2024-11-27 · last AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[tkacper's solution](#)

756.

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2500 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[tkacper's solution](#)

757.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2500 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[tkacper's solution](#)

758.

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[tkacper's solution](#)

759.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[tkacper's solution](#)

760.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[tkacper's solution](#)

761.

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[tkacper's solution](#)

762.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,746 global accepts · Rating: 2500 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings

[tkacper's solution](#)

763.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[tkacper's solution](#)

764.

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

[tkacper's solution](#)

765.

1796E

[Colored Subgraphs](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[tkacper's solution](#)

766.

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees

[tkacper's solution](#)

767.

1814D

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

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[tkacper's solution](#)

768.

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2500 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[tkacper's solution](#)

769.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[tkacper's solution](#)

770.

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,187 global accepts · Rating: 2500 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[tkacper's solution](#)

771.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-08-16 · last AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[tkacper's solution](#)

772.

1838E

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

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[tkacper's solution](#)

773.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, games, graphs, math

[tkacper's solution](#)

774.

1798F

[Gifts from Grandfather Ahmed](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2500 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[tkacper's solution](#)

775.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[tkacper's solution](#)

776.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,686 global accepts · Rating: 2500 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[tkacper's solution](#)

777.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math

[tkacper's solution](#)

778.

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2500 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[tkacper's solution](#)

779.

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-29 · last AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[tkacper's solution](#)

780.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[tkacper's solution](#)

781.

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math, number theory

[tkacper's solution](#)

782.

1717F

[Madoka and The First Session](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2500 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, graphs, implementation

[tkacper's solution](#)

783.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[tkacper's solution](#)

784.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[tkacper's solution](#)

785.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[tkacper's solution](#)

786.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[tkacper's solution](#)

787.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,157 global accepts · Rating: 2500 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[tkacper's solution](#)

788.

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, dsu, math

[tkacper's solution](#)

789.

1809F

[Traveling in Berland](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2500 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation

[tkacper's solution](#)

790.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[tkacper's solution](#)

791.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,009 global accepts · Rating: 2500 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[tkacper's solution](#)

792.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[tkacper's solution](#)

793.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-01-16 · last AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[tkacper's solution](#)

794.

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[tkacper's solution](#)

795.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp,

trees

[tkacper's solution](#)

796.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[tkacper's solution](#)

797.

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 2500 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, two pointers

[tkacper's solution](#)

798.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[tkacper's solution](#)

799.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[tkacper's solution](#)

800.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[tkacper's solution](#)

801.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[tkacper's solution](#)

802.

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees

[tkacper's solution](#)

803.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[tkacper's solution](#)

804.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[tkacper's solution](#)

805.

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[tkacper's solution](#)

806.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[tkacper's solution](#)

807.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[tkacper's solution](#)

808.

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[tkacper's solution](#)

809.

1559D2

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

Quality: 3,064 global accepts · Rating: 2500 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[tkacper's solution](#)

810.

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2500 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[tkacper's solution](#)

811.

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,297 global accepts · Rating: 2500 · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[tkacper's solution](#)

812.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2021-08-03 · last AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[tkacper's solution](#)

813.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[tkacper's solution](#)

814.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[tkacper's solution](#)

815.

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[tkacper's solution](#)

816.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy
[tkacper's solution](#)

817.

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, number theory
[tkacper's solution](#)

818.

1497E2

[Square-Free Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2500 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers
[tkacper's solution](#)

819.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers
[tkacper's solution](#)

820.

1445E

[Team-Building](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs
[tkacper's solution](#)

821.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths
[tkacper's solution](#)

822.

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation
[tkacper's solution](#)

823.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[tkacper's solution](#)

824.

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
[tkacper's solution](#)

825.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
[tkacper's solution](#)

826.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[tkacper's solution](#)

827.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers
[tkacper's solution](#)

828.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive
[tkacper's solution](#)

829.

1468I

[Plane Tiling](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math
[tkacper's solution](#)

830.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory
[tkacper's solution](#)

831.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers
[tkacper's solution](#)

832.

2129D

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

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, implementation, math
[tkacper's solution](#)

833.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math
[tkacper's solution](#)

834.

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp
[tkacper's solution](#)

835.

1957F1

[Frequency Mismatch \(Easy Version\) · Tutorial](#)

Quality: 664 global accepts · Rating: 2600 · first AC: 2025-05-12 · last AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, hashing, probabilities, trees

[tkacper's solution](#)

836.

2081D

[MST in Modulo Graph · Tutorial](#)

Quality: 1,184 global accepts · Rating: 2600 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[tkacper's solution](#)

837.

1977E

[Tensor · Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive

[tkacper's solution](#)

838.

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

[tkacper's solution](#)

839.

1446D1

[Frequency Problem \(Easy Version\) · Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[tkacper's solution](#)

840.

1898F

[Vova Escapes the Matrix · Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[tkacper's solution](#)

841.

1945H

[GCD is Greater · Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory

[tkacper's solution](#)

842.

1975F

[Set · Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[tkacper's solution](#)

843.

1919E

[Counting Prefixes · Tutorial](#)

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[tkacper's solution](#)

844.

1267F

[Foolprüf Security · Tutorial](#)

Quality: 720 global accepts · Rating: 2600 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[tkacper's solution](#)

845.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[tkacper's solution](#)

846.

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[tkacper's solution](#)

847.

1681E

[Labyrinth Adventures](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, shortest paths

[tkacper's solution](#)

848.

1863F

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

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[tkacper's solution](#)

849.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[tkacper's solution](#)

850.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[tkacper's solution](#)

851.

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2023-09-05 · last AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees

[tkacper's solution](#)

852.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[tkacper's solution](#)

853.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2600 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[tkacper's solution](#)

854.

1679F

[Formalism for Formalism](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2600 · first AC: 2023-08-25 · last AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp,

math

[tkacper's solution](#)

855.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2023-08-24 · last AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[tkacper's solution](#)

856.

1599J

[Bob's Beautiful Array](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 2600 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy

[tkacper's solution](#)

857.

1793E

[Velepin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[tkacper's solution](#)

858.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-15 · last AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, interactive, trees

[tkacper's solution](#)

859.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-08-14 · last AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[tkacper's solution](#)

860.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-08-10 · last AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, probabilities, trees

[tkacper's solution](#)

861.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2023-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[tkacper's solution](#)

862.

1395F

[Boboniu and String](#) · [Tutorial](#)

Rating: 2600 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, strings

[tkacper's solution](#)

863.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[tkacper's solution](#)

864.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-08-06 · last AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[tkacper's solution](#)

865.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[tkacper's solution](#)

866.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[tkacper's solution](#)

867.

1793F

[Rebreeding](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[tkacper's solution](#)

868.

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math

[tkacper's solution](#)

869.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[tkacper's solution](#)

870.

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2023-07-07 · last AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: math, strings

[tkacper's solution](#)

871.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: interactive, math, number theory

[tkacper's solution](#)

872.

1493F

[Enchanted Matrix](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2600 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, interactive, number theory

[tkacper's solution](#)

873.

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2600 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees

[tkacper's solution](#)

874.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[tkacper's solution](#)

875.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, two pointers

[tkacper's solution](#)

876.

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees

[tkacper's solution](#)

877.

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices

[tkacper's solution](#)

878.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,495 global accepts · Rating: 2600 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[tkacper's solution](#)

879.

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[tkacper's solution](#)

880.

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[tkacper's solution](#)

881.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[tkacper's solution](#)

882.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[tkacper's solution](#)

883.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[tkacper's solution](#)

884.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[tkacper's solution](#)

885.

1700E

[Serega the Pirate](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2600 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[tkacper's solution](#)

886.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games

[tkacper's solution](#)

887.

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[tkacper's solution](#)

888.

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[tkacper's solution](#)

889.

1739F

[Keyboard Design](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2600 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, string suffix structures, strings

[tkacper's solution](#)

890.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2023-01-08 · last AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[tkacper's solution](#)

891.

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[tkacper's solution](#)

892.

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, trees

[tkacper's solution](#)

893.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[tkacper's solution](#)

894.

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, probabilities

[tkacper's solution](#)

895.

1582G

[Kuzya and Homework](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2600 · first AC: 2022-03-23 · last AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory

[tkacper's solution](#)

896.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[tkacper's solution](#)

897.

1614E

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

Quality: 948 global accepts · Rating: 2600 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[tkacper's solution](#)

898.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[tkacper's solution](#)

899.

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2022-01-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, strings

[tkacper's solution](#)

900.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,283 global accepts · Rating: 2600 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, trees

[tkacper's solution](#)

901.

1389F

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

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2021-09-29 · last AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graph matchings, sortings

[tkacper's solution](#)

902.

1569E

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

Quality: 875 global accepts · Rating: 2600 · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle

[tkacper's solution](#)

903.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,134 global accepts · Rating: 2600 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures

[tkacper's solution](#)

904.

955F

[Heaps](#) · [Tutorial](#)

Quality: 1,963 global accepts · Rating: 2600 · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[tkacper's solution](#)

905.

1257G

[Divisor Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 2600 · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, fft, greedy, math,

number theory

[tkacper's solution](#)

906.

1185G2

[Playlist for Polycarp \(hard version\)](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 2600 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[tkacper's solution](#)

907.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[tkacper's solution](#)

908.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[tkacper's solution](#)

909.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[tkacper's solution](#)

910.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[tkacper's solution](#)

911.

1493E

[Enormous XOR](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2600 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math, strings, two pointers

[tkacper's solution](#)

912.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, math, number theory

[tkacper's solution](#)

913.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,979 global accepts · Rating: 2600 · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, math

[tkacper's solution](#)

914.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2600 · first AC: 2021-05-31 · last AC: 2021-05-31 · Python 3 (first AC) · Tags: combinatorics, dp, math, probabilities

[tkacper's solution](#)

915.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[tkacper's solution](#)

916.

1398G

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

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2020-12-20 · last AC: 2021-01-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, fft, math, number theory

[tkacper's solution](#)

917.

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[tkacper's solution](#)

918.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2020-11-17 · last AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs

[tkacper's solution](#)

919.

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[tkacper's solution](#)

920.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[tkacper's solution](#)

921.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2700 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[tkacper's solution](#)

922.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 2700 · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[tkacper's solution](#)

923.

2049F

[MEX OR Mania](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 2700 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dsu, implementation

[tkacper's solution](#)

924.

1957F2

[Frequency Mismatch \(Hard Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2700 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, probabilities, trees

[tkacper's solution](#)

925.

2003E2

[Turtle and Inversions \(Hard Version\)](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers

[tkacper's solution](#)

926.

2081C

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

Quality: 354 global accepts · Rating: 2700 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, matrices

[tkacper's solution](#)

927.

2028F

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

Quality: 541 global accepts · Rating: 2700 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, implementation

[tkacper's solution](#)

928.

1918G

[Permutation of Given](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2700 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[tkacper's solution](#)

929.

2009G3

[Yunli's Subarray Queries \(extreme version\)](#) · [Tutorial](#)

Quality: 532 global accepts · Rating: 2700 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, implementation

[tkacper's solution](#)

930.

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[tkacper's solution](#)

931.

2052M

[Managing Cluster](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2700 · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, math, trees

[tkacper's solution](#)

932.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: probabilities, shortest paths

[tkacper's solution](#)

933.

2043F

[Nim](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2700 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[tkacper's solution](#)

934.

2040F

[Number of Cubes](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2700 · first AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[tkacper's solution](#)

935.

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2700 · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[tkacper's solution](#)

936.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[tkacper's solution](#)

937.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[tkacper's solution](#)

938.

1956E2

[Nene vs. Monsters \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[tkacper's solution](#)

939.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[tkacper's solution](#)

940.

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[tkacper's solution](#)

941.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[tkacper's solution](#)

942.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[tkacper's solution](#)

943.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[tkacper's solution](#)

944.

1671F

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

Quality: 428 global accepts · Rating: 2700 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[tkacper's solution](#)

945.

1423F

[Coins](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2700 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: math

[tkacper's solution](#)

946.

1867F

[Most Different Tree](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2023-09-11 · last AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, hashing

[tkacper's solution](#)

947.

1260F

[Colored Tree](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2700 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[tkacper's solution](#)

948.

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[tkacper's solution](#)

949.

1422E

[Minlexes](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2700 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, strings

[tkacper's solution](#)

950.

1601D

[Difficult Mountain](#) · [Tutorial](#)

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, sortings

[tkacper's solution](#)

951.

1658F

[Juju and Binary String](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2700 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[tkacper's solution](#)

952.

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[tkacper's solution](#)

953.

1866E

[Elevators of Tamem](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp

[tkacper's solution](#)

954.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[tkacper's solution](#)

955.

1599G

[Shortest path](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2700 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, math, shortest paths

[tkacper's solution](#)

956.

1599F

[Mars](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 2700 · first AC: 2023-08-22 · last AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: hashing

[tkacper's solution](#)

957.

1379F1

[Chess Strikes Back \(easy version\)](#) · [Tutorial](#)

Quality: 685 global accepts · Rating: 2700 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[tkacper's solution](#)

958.

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees

[tkacper's solution](#)

959.

1695E

[Ambiguous Dominoes](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2700 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[tkacper's solution](#)

960.

1856E2

[PermuTree \(hard version\)](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 2700 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[tkacper's solution](#)

961.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[tkacper's solution](#)

962.

1841F

[Monocarp and a Strategic Game](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings, two pointers

[tkacper's solution](#)

963.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation

[tkacper's solution](#)

964.

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[tkacper's solution](#)

965.

1682F

[MCMF?](#) · [Tutorial](#)

Quality: 393 global accepts · Rating: 2700 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, flows, graphs, greedy, sortings, two pointers

[tkacper's solution](#)

966.

1795G

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

Quality: 817 global accepts · Rating: 2700 · first AC: 2023-07-07 · last AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[tkacper's solution](#)

967.

1109E

[Sasha and a Very Easy Test](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2700 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory

[tkacper's solution](#)

968.

1487G

[String Counting](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2700 · first AC: 2023-07-02 · last AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[tkacper's solution](#)

969.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[tkacper's solution](#)

970.

1621F

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

Quality: 637 global accepts · Rating: 2700 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[tkacper's solution](#)

971.

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2700 · first AC: 2023-04-11 · last AC: 2023-04-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[tkacper's solution](#)

972.

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, dsu

[tkacper's solution](#)

973.

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 2700 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, trees

[tkacper's solution](#)

974.

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs

[tkacper's solution](#)

975.

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2700 · first AC: 2023-03-16 · last AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[tkacper's solution](#)

976.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[tkacper's solution](#)

977.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[tkacper's solution](#)

978.

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-02-28 · last AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[tkacper's solution](#)

979.

1567F

[One-Four Overload](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2700 · first AC: 2023-02-23 · last AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, implementation

[tkacper's solution](#)

980.

1627F

[Not Splitting](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2700 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: geometry, graphs, greedy, implementation, shortest paths

[tkacper's solution](#)

981.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[tkacper's solution](#)

982.

1408G

[Clusterization Counting](#) · [Tutorial](#)

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[tkacper's solution](#)

983.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[tkacper's solution](#)

984.

1730F

[Almost Sorted](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp
[tkacper's solution](#)

985.

1782F

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

Rating: 2700 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[tkacper's solution](#)

986.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math

[tkacper's solution](#)

987.

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[tkacper's solution](#)

988.

1728G

[Illumination](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2700 · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, dp, math, two pointers

[tkacper's solution](#)

989.

1730E

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

Quality: 767 global accepts · Rating: 2700 · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory

[tkacper's solution](#)

990.

1715F

[Crop Squares](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[tkacper's solution](#)

991.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, strings

[tkacper's solution](#)

992.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 2700 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[tkacper's solution](#)

993.

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 2700 · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[tkacper's solution](#)

994.

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[tkacper's solution](#)

995.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[tkacper's solution](#)

996.

1372F

[Omkar and Modes](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, divide and conquer, interactive

[tkacper's solution](#)

997.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[tkacper's solution](#)

998.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,723 global accepts · Rating: 2700 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[tkacper's solution](#)

999.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[tkacper's solution](#)

1000.

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 969 global accepts · Rating: 2700 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: dp

[tkacper's solution](#)

1001.

1519E

[Off by One](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees

[tkacper's solution](#)

1002.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[tkacper's solution](#)

1003.

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[tkacper's solution](#)

1004.

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[tkacper's solution](#)

1005.

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2021-08-06 · last AC: 2021-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths

[tkacper's solution](#)

1006.

1521E

[Nastia and a Beautiful Matrix](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2700 · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dp, greedy

[tkacper's solution](#)

1007.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[tkacper's solution](#)

1008.

1543E

[The Final Pursuit](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2700 · first AC: 2021-07-19 · last AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[tkacper's solution](#)

1009.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[tkacper's solution](#)

1010.

1464E

[No Game No Life](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-06-01 · last AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, games, math, matrices, probabilities

[tkacper's solution](#)

1011.

1421E

[Swedish Heroes](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2700 · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[tkacper's solution](#)

1012.

1468L

[Prime Divisors Selection](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2700 · first AC: 2021-01-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, number theory

[tkacper's solution](#)

1013.

1461F

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

Quality: 601 global accepts · Rating: 2700 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[tkacper's solution](#)

1014.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices

[tkacper's solution](#)

1015.

774G

[Perfectionist Arkadiy](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 2700 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: *special, number theory

[tkacper's solution](#)

1016.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[tkacper's solution](#)

1017.

2124F2

[Appending Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2800 · first AC: 2025-07-06 · last AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[tkacper's solution](#)

1018.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: 2800 · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[tkacper's solution](#)

1019.

2021E3

[Digital Village \(Extreme Version\)](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2800 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, greedy, math, trees

[tkacper's solution](#)

1020.

1993F2

[Dyn-scripted Robot \(Hard Version\)](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 2800 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, math, number theory

[tkacper's solution](#)

1021.

2068E

[Porto Vs. Benfica](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2800 · first AC: 2025-03-02 · last AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, shortest paths

[tkacper's solution](#)

1022.

1697F

[Too Many Constraints](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2800 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, constructive algorithms, graphs, implementation

[tkacper's solution](#)

1023.

1913F

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

Quality: 543 global accepts · Rating: 2800 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[tkacper's solution](#)

1024.

2055E

[Haystacks](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2800 · first AC: 2025-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, sortings

[tkacper's solution](#)

1025.

2052K

[Knowns and Unknowns](#) · [Tutorial](#)

Quality: 102 global accepts · Rating: 2800 · first AC: 2025-01-11 · last AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tkacper's solution](#)

1026.

2052I

[Incompetent Delivery Guy](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 2800 · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[tkacper's solution](#)

1027.

2052G

[Geometric Balance](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 2800 · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, implementation

[tkacper's solution](#)

1028.

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[tkacper's solution](#)

1029.

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-19 · last AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math

[tkacper's solution](#)

1030.

2038M

[Royal Flush](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 2800 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[tkacper's solution](#)

1031.

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[tkacper's solution](#)

1032.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[tkacper's solution](#)

1033.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[tkacper's solution](#)

1034.

1938L

[XOR Operations](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2800 · first AC: 2024-03-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[tkacper's solution](#)

1035.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs

[tkacper's solution](#)

1036.

1900F

[Local Deletions](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2800 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[tkacper's solution](#)

1037.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-19 · last AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[tkacper's solution](#)

1038.

1904F

[Beautiful Tree](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2800 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[tkacper's solution](#)

1039.

1884E

[Hard Design](#) · [Tutorial](#)

Quality: 390 global accepts · Rating: 2800 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[tkacper's solution](#)

1040.

1267D

[DevOps Best Practices](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2800 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[tkacper's solution](#)

1041.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[tkacper's solution](#)

1042.

360E

[Levko and Game](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[tkacper's solution](#)

1043.

1844F2

[Min Cost Permutation \(Hard Version\)](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings

[tkacper's solution](#)

1044.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[tkacper's solution](#)

1045.

1879F

[Last Man Standing](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2800 · first AC: 2023-09-25 · last AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory

[tkacper's solution](#)

1046.

1572D

[Bridge Club](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs, greedy

[tkacper's solution](#)

1047.

1012D

[AB-Strings](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 2800 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[tkacper's solution](#)

1048.

1866J

[Jackets and Packets](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2800 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp

[tkacper's solution](#)

1049.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, math

[tkacper's solution](#)

1050.

1379F2

[Chess Strikes Back \(hard version\)](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2800 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[tkacper's solution](#)

1051.

1419F

[Rain of Fire](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2800 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, implementation

[tkacper's solution](#)

1052.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-08-06 · last AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[tkacper's solution](#)

1053.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[tkacper's solution](#)

1054.

1845F

[Swimmers in the Pool](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2800 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, fft, math, number theory
[tkacper's solution](#)

1055.

1826F

[Fading into Fog](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: geometry, interactive, math, probabilities
[tkacper's solution](#)

1056.

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
[tkacper's solution](#)

1057.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2023-07-18 · last AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees
[tkacper's solution](#)

1058.

1371F

[Raging Thunder](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2800 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, implementation
[tkacper's solution](#)

1059.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp
[tkacper's solution](#)

1060.

1291F

[Coffee Varieties \(easy version\)](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2800 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: graphs, interactive
[tkacper's solution](#)

1061.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees
[tkacper's solution](#)

1062.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[tkacper's solution](#)

1063.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-03-31 · last AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings, trees
[tkacper's solution](#)

1064.

1379E

[Inverse Genealogy](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 2800 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, dp, math, trees

[tkacper's solution](#)**1065.**

1393E1

[Twilight and Ancient Scroll \(easier version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2800 · first AC: 2023-04-22 · last AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[tkacper's solution](#)**1066.**

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2023-04-15 · last AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[tkacper's solution](#)**1067.**

1214H

[Tiles Placement](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: 2800 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[tkacper's solution](#)**1068.**

1808E3

[Minibuses on Venus \(hard version\)](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2800 · first AC: 2023-04-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[tkacper's solution](#)**1069.**

1809G

[Prediction](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[tkacper's solution](#)**1070.**

1389G

[Directing Edges](#) · [Tutorial](#)

Quality: 495 global accepts · Rating: 2800 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[tkacper's solution](#)**1071.**

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, trees

[tkacper's solution](#)**1072.**

1375G

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

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[tkacper's solution](#)**1073.**

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2800 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[tkacper's solution](#)

1074.

1413F

[Roads and Ramen](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2800 · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[tkacper's solution](#)

1075.

1525F

[Goblins And Gnomes](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, flows, graph matchings

[tkacper's solution](#)

1076.

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[tkacper's solution](#)

1077.

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2800 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[tkacper's solution](#)

1078.

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 694 global accepts · Rating: 2800 · first AC: 2023-03-19 · last AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, shortest paths

[tkacper's solution](#)

1079.

1608E

[The Cells on the Paper](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, sortings

[tkacper's solution](#)

1080.

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 623 global accepts · Rating: 2800 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[tkacper's solution](#)

1081.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[tkacper's solution](#)

1082.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[tkacper's solution](#)

1083.

1625E2

[Cats on the Upgrade \(hard version\)](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[tkacper's solution](#)

1084.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[tkacper's solution](#)

1085.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math

[tkacper's solution](#)

1086.

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[tkacper's solution](#)

1087.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[tkacper's solution](#)

1088.

1477D

[Nezzar and Hidden Permutations](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2800 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[tkacper's solution](#)

1089.

1473G

[Tiles](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[tkacper's solution](#)

1090.

1615F

[LEGOnary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[tkacper's solution](#)

1091.

1633F

[Perfect Matching](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 2800 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, interactive, trees

[tkacper's solution](#)

1092.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[tkacper's solution](#)

1093.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[tkacper's solution](#)

1094.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[tkacper's solution](#)

1095.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[tkacper's solution](#)

1096.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[tkacper's solution](#)

1097.

1685D1

[Permutation Weight \(Easy Version\)](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[tkacper's solution](#)

1098.

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[tkacper's solution](#)

1099.

1783G

[Weighed Tree Radius](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2800 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[tkacper's solution](#)

1100.

1749F

[Distance to the Path](#) · [Tutorial](#)

Quality: 612 global accepts · Rating: 2800 · first AC: 2023-01-07 · last AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[tkacper's solution](#)

1101.

1732E

[Location](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math, number theory

[tkacper's solution](#)

1102.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities

[tkacper's solution](#)

1103.

1766F

[MCF](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2800 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: flows

[tkacper's solution](#)

1104.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2022-01-20 · last AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[tkacper's solution](#)

1105.

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[tkacper's solution](#)

1106.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[tkacper's solution](#)

1107.

1557E

[Assiut Chess](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2800 · first AC: 2021-08-09 · last AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive

[tkacper's solution](#)

1108.

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 712 global accepts · Rating: 2900 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, matrices, trees

[tkacper's solution](#)

1109.

2152H1

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

Quality: 610 global accepts · Rating: 2900 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy

[tkacper's solution](#)

1110.

2146F

[Bubble Sort](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2900 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp

[tkacper's solution](#)

1111.

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[tkacper's solution](#)

1112.

1987G1

[Spinning Round \(Easy Version\)](#) · [Tutorial](#)

Quality: 344 global accepts · Rating: 2900 · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp, trees

[tkacper's solution](#)

1113.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games, greedy,

math

[tkacper's solution](#)

1114.

1979F

[Kostyanych's Theorem](#) · [Tutorial](#)

Quality: 438 global accepts · Rating: 2900 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, interactive

[tkacper's solution](#)

1115.

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[tkacper's solution](#)

1116.

2020F

[Count Leaves](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 2900 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[tkacper's solution](#)

1117.

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[tkacper's solution](#)

1118.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive

[tkacper's solution](#)

1119.

2052L

[Legacy Screensaver](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 2900 · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tkacper's solution](#)

1120.

2046E1

[Cheops and a Contest \(Easy Version\)](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2024-12-03 · last AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[tkacper's solution](#)

1121.

2038E

[Barrels](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 2900 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[tkacper's solution](#)

1122.

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2024-01-02 · last AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[tkacper's solution](#)

1123.

1428G1

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

Quality: 644 global accepts · Rating: 2900 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[tkacper's solution](#)

1124.

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2900 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[tkacper's solution](#)

1125.

1860F

[Evaluate RBS](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 2900 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry, implementation, math, sortings

[tkacper's solution](#)

1126.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,668 global accepts · Rating: 2900 · first AC: 2023-08-09 · last AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy

[tkacper's solution](#)

1127.

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[tkacper's solution](#)

1128.

1847E

[Triangle Platinum?](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2900 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation, interactive, math, probabilities

[tkacper's solution](#)

1129.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory, probabilities

[tkacper's solution](#)

1130.

1810H

[Last Number](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: 2900 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[tkacper's solution](#)

1131.

1654G

[Snowy Mountain](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths, trees

[tkacper's solution](#)

1132.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2900 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[tkacper's solution](#)

1133.

1806F1

[GCD Master \(easy version\)](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2900 · first AC: 2023-07-10 · last AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math,

number theory, sortings

[tkacper's solution](#)

1134.

1806F2

[GCD Master \(hard version\)](#) · [Tutorial](#)

Quality: 468 global accepts · Rating: 2900 · first AC: 2023-07-10 · last AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[tkacper's solution](#)

1135.

1562F

[Tubular Bells](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: interactive, math, number theory, probabilities

[tkacper's solution](#)

1136.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[tkacper's solution](#)

1137.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[tkacper's solution](#)

1138.

1796F

[Strange Triples](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 2900 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[tkacper's solution](#)

1139.

1698G

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

Quality: 384 global accepts · Rating: 2900 · first AC: 2023-02-21 · last AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math, matrices, meet-in-the-middle, number theory

[tkacper's solution](#)

1140.

1616F

[Tricolor Triangles](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2900 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, math, matrices

[tkacper's solution](#)

1141.

1540C2

[Converging Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2900 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[tkacper's solution](#)

1142.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, trees

[tkacper's solution](#)

1143.

1456D

[Cakes for Clones](#) · [Tutorial](#)

Rating: 2900 · first AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[tkacper's solution](#)

1144.

2161F

[SubMST](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3000 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graphs, trees
[tkacper's solution](#)

1145.

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, sortings
[tkacper's solution](#)

1146.

2068K

[Amusement Park Rides](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3000 · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs
[tkacper's solution](#)

1147.

2062E2

[The Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 3000 · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, implementation, trees
[tkacper's solution](#)

1148.

2056F2

[Xor of Median \(Hard Version\)](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math
[tkacper's solution](#)

1149.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, math
[tkacper's solution](#)

1150.

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers
[tkacper's solution](#)

1151.

2038H

[Galactic Council](#) · [Tutorial](#)

Quality: 182 global accepts · Rating: 3000 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows
[tkacper's solution](#)

1152.

859G

[Circle of Numbers](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3000 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: math
[tkacper's solution](#)

1153.

1956F

[Nene and the Passing Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3000 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs, sortings
[tkacper's solution](#)

1154.

1938B

[Attraction Score](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3000 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[tkacper's solution](#)

1155.

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math

[tkacper's solution](#)

1156.

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[tkacper's solution](#)

1157.

1920F2

[Smooth Sailing \(Hard Version\)](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 3000 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, geometry, graphs, trees

[tkacper's solution](#)

1158.

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2023-10-06 · last AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[tkacper's solution](#)

1159.

1868D

[Flower-like Pseudotree](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3000 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, trees

[tkacper's solution](#)

1160.

1838F

[Stuck Conveyor](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[tkacper's solution](#)

1161.

1763F

[Edge Queries](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 3000 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[tkacper's solution](#)

1162.

1824D

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

Quality: 655 global accepts · Rating: 3000 · first AC: 2023-08-03 · last AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[tkacper's solution](#)

1163.

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-07-30 · last AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, trees

[tkacper's solution](#)

1164.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[tkacper's solution](#)

1165.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-07-11 · last AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[tkacper's solution](#)

1166.

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees

[tkacper's solution](#)

1167.

1779G

[The Game of the Century](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3000 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[tkacper's solution](#)

1168.

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, number theory

[tkacper's solution](#)

1169.

698F

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

Quality: 490 global accepts · Rating: 3000 · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory

[tkacper's solution](#)

1170.

1526F

[Median Queries](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3000 · first AC: 2021-08-20 · last AC: 2021-08-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[tkacper's solution](#)

1171.

1535F

[String Distance](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3000 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, hashing, implementation, strings

[tkacper's solution](#)

1172.

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 3100 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees

[tkacper's solution](#)

1173.

2077D

[Maximum Polygon](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 3100 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, math

[tkacper's solution](#)

1174.

2089C2

[Key of Like \(Hard Version\)](#) · [Tutorial](#)

Quality: 260 global accepts · Rating: 3100 · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[tkacper's solution](#)

1175.

2101E

[Kia Bakes a Cake](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 3100 · first AC: 2025-05-13 · last AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, trees

[tkacper's solution](#)

1176.

2081G1

[Hard Formula](#) · [Tutorial](#)

Quality: 81 global accepts · Rating: 3100 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[tkacper's solution](#)

1177.

2068B

[Urban Planning](#) · [Tutorial](#)

Quality: 143 global accepts · Rating: 3100 · first AC: 2025-03-05 · last AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[tkacper's solution](#)

1178.

2068D

[Morse Code](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3100 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings, trees

[tkacper's solution](#)

1179.

2048H

[Kevin and Strange Operation](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3100 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[tkacper's solution](#)

1180.

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[tkacper's solution](#)

1181.

1728F

[Fishermen](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 3100 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, greedy

[tkacper's solution](#)

1182.

1666G

[Global Warming](#) · [Tutorial](#)

Quality: 153 global accepts · Rating: 3100 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[tkacper's solution](#)

1183.

1882E2

[Two Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 355 global accepts · Rating: 3100 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[tkacper's solution](#)

1184.

1864G

[Magic Square](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3100 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation

[tkacper's solution](#)

1185.

1329D

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

Quality: 536 global accepts · Rating: 3100 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[tkacper's solution](#)

1186.

1805F2

[Survival of the Weakest \(hard version\)](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 3100 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings, two pointers

[tkacper's solution](#)

1187.

1815E

[Bosco and Particle](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 3100 · first AC: 2023-04-10 · last AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory, strings

[tkacper's solution](#)

1188.

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2020-12-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math

[tkacper's solution](#)

1189.

2124G

[Maximise Sum](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3200 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[tkacper's solution](#)

1190.

2089D

[Conditional Operators](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3200 · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[tkacper's solution](#)

1191.

2096G

[Wonderful Guessing Game](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3200 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[tkacper's solution](#)

1192.

1603E

[A Perfect Problem](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 3200 · first AC: 2023-08-10 · last AC: 2025-05-17 · Java 8 (first AC) · Tags: combinatorics, dp, math

[tkacper's solution](#)

1193.

2055F

[Cosmic Divide](#) · [Tutorial](#)

Quality: 90 global accepts · Rating: 3200 · first AC: 2025-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, geometry, hashing, math, strings

[tkacper's solution](#)

1194.

1446F

[Line Distance](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 3200 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, geometry

[tkacper's solution](#)

1195.

1782G

[Diverse Coloring](#) · [Tutorial](#)

Rating: 3200 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, trees

[tkacper's solution](#)

1196.

1859F

[Teleportation in Byteland](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 3200 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, shortest paths, trees

[tkacper's solution](#)

1197.

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs, implementation, trees

[tkacper's solution](#)

1198.

2077F

[AND x OR](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3300 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp

[tkacper's solution](#)

1199.

2081F

[Hot Matrix](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3300 · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[tkacper's solution](#)

1200.

2066E

[Tropical Season](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3300 · first AC: 2025-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation

[tkacper's solution](#)

1201.

2046F1

[Yandex Cuneiform \(Easy Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3300 · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[tkacper's solution](#)

1202.

2057F

[Formation](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3300 · first AC: 2025-01-04 · last AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[tkacper's solution](#)

1203.

2034H

[Rayan vs. Rayaneh](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3300 · first AC: 2024-12-01 · last AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[tkacper's solution](#)

1204.

1870G

[MEXanization](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3300 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[tkacper's solution](#)

1205.

2053G

[Naive String Splits](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, hashing, math, number theory, strings

[tkacper's solution](#)

1206.

1852E

[Rivalries](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[tkacper's solution](#)

1207.

2077G

[RGB Walking](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: 3500 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, chinese remainder theorem, dfs and similar, graphs, number theory

[tkacper's solution](#)

1208.

1987G2

[Spinning Round \(Hard Version\)](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3500 · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp, trees

[tkacper's solution](#)

1209.

2115E

[Gellyfish and Mayflower](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3500 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs

[tkacper's solution](#)

1210.

2068G

[A Very Long Hike](#) · [Tutorial](#)

Quality: 62 global accepts · Rating: 3500 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: shortest paths

[tkacper's solution](#)

1211.

2061F2

[Kevin and Binary String \(Hard Version\)](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 3500 · first AC: 2025-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[tkacper's solution](#)

1212.

2062G

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

Quality: 174 global accepts · Rating: 3500 · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, geometry, graph matchings, graphs

[tkacper's solution](#)

1213.

2062H

[Galaxy Generator](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3500 · first AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[tkacper's solution](#)

1214.

2061H1

[Kevin and Stones \(Easy Version\)](#) · [Tutorial](#)

Quality: 103 global accepts · Rating: 3500 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, graphs

[tkacper's solution](#)

1215.

2046F2

[Yandex Cuneiform \(Hard Version\)](#) · [Tutorial](#)

Quality: 99 global accepts · Rating: 3500 · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[tkacper's solution](#)

1216.

2057H

[Coffee Break](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[tkacper's solution](#)

1217.

2048I1

[Kevin and Puzzle \(Easy Version\)](#) · [Tutorial](#)

Quality: 103 global accepts · Rating: 3500 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[tkacper's solution](#)

1218.

2046E2

[Cheops and a Contest \(Hard Version\)](#) · [Tutorial](#)

Quality: 89 global accepts · Rating: 3500 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[tkacper's solution](#)

1219.

1338E

[JYPnation](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 3500 · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs

[tkacper's solution](#)

1220.

105255K

[Alea lacta Est](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tkacper's solution](#)

1221.

105255C

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

Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tkacper's solution](#)

1222.

105255H

[Jet Lag](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tkacper's solution](#)

1223.

105255F

[Tilting Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tkacper's solution](#)

1224.

105255D

[Carl's Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tkacper's solution](#)

1225.

105255G

[Turning Red](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tkacper's solution](#)

1226.

105255A

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

Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1227.

105255I

[Waterworld](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1228.

104288B

[Dungeon Crawler](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · last AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1229.

104288K

[Take On Meme](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1230.

104288I

[Spider Walk](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1231.

104288G

[Mosaic Browsing](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1232.

104288C

[Fair Division](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1233.

104288F

[Islands from the Sky](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1234.

104288J

[Splitstream](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1235.

104288L

[Where Am I?](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1236.

104288A

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

Rating: — · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1237.

104288H

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

Rating: — · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1238.

102482H

[Single Cut of Failure](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1239.

102482E

[Getting a Jump on Crime](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1240.

102482D

[Gem Island](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1241.

102482I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1242.

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1243.

102482A

[Catch the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1244.

102482B

[Comma Sprinkler](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1245.

102482K

[Wireless is the New Fiber](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1246.

104874D

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

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1247.

104874F

[Foreach](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1248.

104874L

[Lengths and Periods](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1249.

104874K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1250.

104874C

[Cross-Stitch](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1251.

104874B

[Bad Treap](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1252.

104874J

[Just the Last Digit](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1253.

104874H

[High Load Database](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1254.

104874E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1255.

104874I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1256.

104874M

[Managing Difficulties](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1257.

104874A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1258.

105633H

[Remodeling the Dungeon 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1259.

105633G

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

Rating: — · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1260.

105633L

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

Rating: — · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1261.

105633F

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

Rating: — · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1262.

105633D

[Tree Generators](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1263.

105633E

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

Rating: — · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1264.

105633K

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

Rating: — · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1265.

105633C

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

Rating: — · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1266.

105633I

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

Rating: — · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1267.

105633B

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

Rating: — · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1268.

105633A

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

Rating: — · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1269.

104686E

[Denormalization](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1270.

101242J

[Spin Doctor](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1271.

101242M

[What Really Happened on Mars?](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1272.

101242I

[Road Times](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1273.

101242F

[Longest Rivers](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1274.

101242D

[Clock Breaking](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1275.

101242A

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1276.

101242K

[String Theory](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1277.

101242B

[Branch Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1278.

101242G

[Oil](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1279.

101242E

[Forever Young](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1280.

101242L

[Swap Space](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1281.

101242C

[Ceiling Function](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1282.

101221G

[Metal Processing Plant](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1283.

101221E

[Maze Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1284.

101221B

[Buffed Buffet](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1285.

101221C

[Crane Balancing](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1286.

101221D

[Game Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1287.

101221K

[Surveillance](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1288.

101221I

[Sensor Network](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1289.

102354J

[Tree Automorphisms](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1290.

101208K

[Up a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1291.

101208E

[Harvard](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1292.

101208B

[Hey, Better Bettor](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1293.

101208H

[Matryoshka](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1294.

101208C

[Surely You Congest](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1295.

101208A

[Self-Assembly](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1296.

101208D

[Factors](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1297.

101208J

[Pollution Solution](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1298.

101208F

[Low Power](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1299.

101208I

[Pirate Chest](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1300.

102354A

[Square Root Partitioning](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1301.

102354E

[Decimal Expansion](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1302.

101205F

[Keys](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1303.

101205I

[A Safe Bet](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1304.

101205G

[Minimum Cost Flow](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1305.

101205L

[Takeover Wars](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1306.

101205E

[Infiltration](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1307.

101205K

[Stacking Plates](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1308.

101205C

[Bus Tour](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1309.

101205D

[Fibonacci Words](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1310.

101205B

[Curvy Little Bottles](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1311.

101175B

[Affine Mess](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1312.

101175D

[Chips Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1313.

101175I

[Mummy Madness](#) · [Tutorial](#)

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

1314.

101175F

[Machine Works](#) · [Tutorial](#)

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

1315.

101175J

[Pyramids](#) · [Tutorial](#)

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

1316.

101175A

[To Add or to Multiply](#) · [Tutorial](#)

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

1317.

101175E

[Coffee Central](#) · [Tutorial](#)

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

1318.

101175H

[Mining Your Own Business](#) · [Tutorial](#)

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

1319.

101175K

[Trash Removal](#) · [Tutorial](#)

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

1320.

101175C

[Ancient Messages](#) · [Tutorial](#)

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

1321.

105537B

[Brick in the Wall, Part 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1322.

105537C

[Capybara Cozy Carnival](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1323.

105537L

[Longest Common Substring](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1324.

105537M

[Misère](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1325.

105537G

[Game of Annihilation](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1326.

105537H

[Hanoi Towers Reloaded](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1327.

105537D

[Defective Script](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1328.

105537K

[Keyboard Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1329.

105537I

[If I Could Turn Back Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1330.

105537F

[False Alarm](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1331.

105537A

[Another Brick in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1332.

105537J

[Just Half is Enough](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1333.

105562I

[It's a Kind of Magic](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1334.

105562G

[Glued Grid](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1335.

105562B

[Binary Search](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1336.

105562C

[Connect Five](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1337.

105562H

[Hash Collision](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1338.

105562M

[Mouse Trap](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1339.

105562J

[Jib Job](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1340.

105562F

[Flowing Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1341.

105562D

[Dutch Democracy](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1342.

105562K

[Kruidnoten](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1343.

105562L

[Limited Library](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1344.

105562E

[Evolving Etymology](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1345.

105562A

[Alphabetical Aristocrats](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1346.

105822A

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

Rating: — · first AC: 2025-04-06 · PyPy 3-64 (first AC) · Tags: —
[tkacper's solution](#)

1347.

101480J

[Juice Junctions](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1348.

104871F

[Phylogenetics](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1349.

105505C

[Cindy's Christmas Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1350.

105505G

[Grand Glory Race](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1351.

105505H

[Heraclosures](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1352.

105505I

[Inversion Insight](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1353.

105505D

[Diverse T-Shirts](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1354.

105505E

[Evereth Expedition](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1355.

105505L

[Latin Squares](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1356.

105505B

[Biketopia's Cyclic Track](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1357.

105505J

[Jigsaw of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1358.

105505F

[Finding Privacy](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1359.

105505K

[Kool Strings](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1360.

105505A

[Append and Panic!](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1361.

105408D

[Dance of Ferrets](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1362.

105408J

[Just Deer Cookies](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1363.

105408I

[Impossible Octagon Filling](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1364.

105408E

[Expected Closest Friend](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1365.

105408C

[Conner Reading Session](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1366.

105408H

[Hidden Treasure of Arrayland](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1367.

105408G

[GCDland Mystical Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1368.

105408A

[AAEGLNU](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1369.

105408F

[Fair Toy Missing](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1370.

105408K

[Kitchen Closing](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1371.

105394F

[Fair Fruitcake Fragmenting](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1372.

105394H

[Headline Heat](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1373.

105394L

[Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1374.

105394C

[Copycat Catcher](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1375.

105394J

[Jigsaw Present](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1376.

105394G

[Geometric Gridlock](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1377.

105394D

[Dark Alley](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1378.

105394E

[Even Odd Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1379.

105394I

[Interference](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1380.

105394K

[Kitten of Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1381.

105394B

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

Rating: — · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1382.

105394A

[Alien Attack 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1383.

105394M

[Musical Mending](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1384.

105401C

[Counting Regions](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1385.

105401K

[Same Segment](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1386.

105401J

[Running in the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1387.

105401L

[Simple Tree Decomposition Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1388.

105401D

[Graceful Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1389.

105401G

[Make RUN Great Again](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1390.

105401I

[Mukjijippa](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1391.

105401B

[Construct a Coin Set](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1392.

105401M

[White-Black-Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[tkacper's solution](#)

1393.

105401F

[Jenga Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1394.

105459D

[A Simple String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1395.

105459B

[Concave Hull](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1396.

105459L

[A Game On Tree](#) · [Tutorial](#)

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

1397.

105459E

[Marble Race](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1398.

105459J

[New Energy Vehicle](#) · [Tutorial](#)

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

1399.

105459A

[Build a Computer](#) · [Tutorial](#)

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

1400.

105459K

[Farm Management](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tkacper's solution](#)

1401.

105459G

[Welcome to Join the Online Meeting!](#) · [Tutorial](#)

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

1402.

105459C

[Giving Directions in Harbin](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[tkacper's solution](#)

1403.

105459M

[Weird Ceiling](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tkacper's solution](#)

1404.

104891C

[Bladestorm](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[tkacper's solution](#)

1405.

104891E

[Inverse Topological Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[tkacper's solution](#)

1406.

104891G

[Parity Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[tkacper's solution](#)

1407.

104891A

[\(-1,1\)-Sumplete](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[tkacper's solution](#)

1408.

104891I

[Refresher into Midas](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[tkacper's solution](#)

1409.

104891D

[Graph of Maximum Degree 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[tkacper's solution](#)

1410.

104891H

[Random Tree Parking](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[tkacper's solution](#)

1411.

104891J

[Teleportation](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[tkacper's solution](#)

1412.

105257I

[Prime Guess I](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · PyPy 3-64 (first AC) · Tags: —

[tkacper's solution](#)

1413.

104901H

[Basic Substring Structure](#) · [Tutorial](#)

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

1414.

104901B

[Graph Partitioning 2](#) · [Tutorial](#)

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

1415.

104901M

[Almost Convex](#) · [Tutorial](#)

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

1416.

104901E

[I Just Want... One More...](#) · [Tutorial](#)

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

1417.

104901K

[Rainbow Subarray](#) · [Tutorial](#)

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

1418.

104901A

[Many Many Heads](#) · [Tutorial](#)

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

1419.

104901G

[Gifts from Knowledge](#) · [Tutorial](#)

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

1420.

104901I

[Strange Sorting](#) · [Tutorial](#)

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

1421.

104901D

[Largest Digit](#) · [Tutorial](#)

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

1422.

105257K

[Lethal Company](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[tkacper's solution](#)

1423.

105257J

[Prime Guess II](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1424.

105257E

[Trade Road](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[tkacper's solution](#)

1425.

105257D

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

Rating: — · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[tkacper's solution](#)

1426.

105257B

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

Rating: — · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[tkacper's solution](#)

1427.

105257L

[Chess](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1428.

105257C

[Seats](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1429.

105257G

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

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1430.

105257F

[Try a try, AC is OK](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[tkacper's solution](#)

1431.

105257M

[Window Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1432.

105257A

[chmod](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[tkacper's solution](#)

1433.

102511I

[Karel the Robot](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-12 · last AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1434.

102511B

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

Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1435.

102511J

[Miniature Golf](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1436.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1437.

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1438.

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1439.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1440.

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1441.

104633F

[Ley Lines](#) · [Tutorial](#)

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

1442.

104633J

['S No Problem](#) · [Tutorial](#)

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

1443.

104633I

[Quests](#) · [Tutorial](#)

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

1444.

104633A

[Cardiology](#) · [Tutorial](#)

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

1445.

104633G

[Opportunity Cost](#) · [Tutorial](#)

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

1446.

1046330

[Which Planet is This?! · Tutorial](#)

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

1447.

104633C

[Domes · Tutorial](#)

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

1448.

104633D

[Gene Folding · Tutorial](#)

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

1449.

104633M

[Trailing Digits · Tutorial](#)

Rating: — · first AC: 2024-09-09 · Python 3 (first AC) · Tags: —
[tkacper's solution](#)

1450.

104633B

[The Cost of Speed Limits · Tutorial](#)

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

1451.

104633E

[Landscape Generator · Tutorial](#)

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

1452.

101471G

[Replicate Replicate Rfplicbte · Tutorial](#)

Rating: — · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1453.

101471K

[Tarot Sham Boast · Tutorial](#)

Rating: — · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1454.

101471D

[Money for Nothing · Tutorial](#)

Rating: — · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1455.

101471C

[Mission Improbable · Tutorial](#)

Rating: — · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1456.

101471B

[Get a Clue! · Tutorial](#)

Rating: — · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1457.

101471L

[Visual Python++](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1458.

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1459.

101471I

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1460.

101471E

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1461.

1028960

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Rating: — · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: —
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1462.

101239K

[Tours](#) · [Tutorial](#)

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1463.

101239M

[Window Manager](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —
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1464.

101239E

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

Rating: — · first AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —
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1465.

101239I

[Ship Traffic](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —
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1466.

101239J

[Tile Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[tkacper's solution](#)

1467.

101239H

[Qanat](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[tkacper's solution](#)

1468.

101239L

[Weather Report](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —
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1469.

101239F

[Keyboarding](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —
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1470.

101239D

[Cutting Cheese](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[tkacper's solution](#)

1471.

101239C

[Catering](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[tkacper's solution](#)

1472.

101239A

[Amalgamated Artichokes](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —
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1473.

102896B

[Brain-teaser](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1474.

102896G

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

Rating: — · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1475.

102896L

[Lookup Performance](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1476.

102896D

[Down We Dig](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1477.

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1478.

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1479.

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1480.

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1481.

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1482.

103102C

[3-colorings](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1483.

103102K

[Codenames](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-10 · last AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1484.

103102J

[One Piece](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1485.

103102G

[Simple Hull](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1486.

103102A

[Archeologists](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1487.

103102F

[Fence Job](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1488.

103102D

[Disk Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1489.

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: —
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1490.

103102I

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

Rating: — · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1491.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1492.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1493.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1494.

104668F

[Incredible Hull](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1495.

104668H

[The Lord of the Kings](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-07 · last AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1496.

104668D

[Reservoir Dog](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1497.

104668B

[The Bridge on the River Kawaii](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1498.

104668G

[Shooter Island](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: —
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1499.

104668K

[Mirrority Report](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: —
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1500.

104668A

[The ABCD Murderer](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: —
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1501.

104668C

[Clockwork Jjange](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1502.

104668J

[Matrice](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1503.

104668E

[Trees Gump](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1504.

104668L

[Game of Stones](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1505.

104668I

[The Silence of the Lamps](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1506.

103957C

[Suffixes and Palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-05 · last AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1507.

103069H

[Prof. Pang Earning Aus](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1508.

103957I

[Champions League](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · last AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1509.

105143J

[Gensokyo Autobahn](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1510.

103428I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-29 · last AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1511.

103428C

[Assign or Multiply](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-27 · last AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1512.

103428K

[Tiny Stars](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1513.

103428H

[city safety](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1514.

103428F

[Stone](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1515.

103428E

[CHASE!](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1516.

103428G

[Shinyruo and KFC](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1517.

103428D

[Period](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1518.

103428M

[810975](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1519.

103428J

[Circular Billiard Table](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1520.

103428A

[Goodbye, Ziyin!](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1521.

104875B

[Bottle Flip](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-26 · last AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1522.

104875F

[Faster Than Light](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-26 · last AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1523.

104875L

[Last Guess](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1524.

104875K

[Kebab Pizza](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1525.

104875G

[Going in Circles](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1526.

104875H

[High-quality Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1527.

104875D

[Delft Distance](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1528.

104875C

[Circular Caramel Cookie](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1529.

104875J

[Justice Served](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1530.

104875E

[ETA](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: —
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1531.

104875I

[Interview Question](#) · [Tutorial](#)

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1532.

105231F

[The Ropeways](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[tkacper's solution](#)

1533.

105231B

[Magic Leeks](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[tkacper's solution](#)

1534.

105231E

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

Rating: — · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[tkacper's solution](#)

1535.

105231I

[Neuville Circling](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1536.

105231H

[Convolution](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1537.

105231L

[Campus](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1538.

105231D

[Magic LCM](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1539.

105231K

[Magic Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1540.

105231J

[Magic Mahjong](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1541.

105231G

[Multiples of 5](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1542.

105231C

[Liar](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1543.

105231A

[Maliang Learning Painting](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1544.

105143G

[Pack](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1545.

105143E

[Boomerang](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1546.

105143D

[ICPC](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1547.

105143C

[TreeBag and LIS](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: —
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1548.

105143F

[Custom-Made Clothes](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1549.

105143B

[Countless Me](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1550.

105143K

[Party Games](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1551.

105143I

[Cyclic Apple Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1552.

105143M

[Merge](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1553.

103861C

[String-dle Count](#) · [Tutorial](#)

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

1554.

103861H

[Check Pattern is Good](#) · [Tutorial](#)

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

1555.

103861G

[Check Pattern is Bad](#) · [Tutorial](#)

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

1556.

103861D

[Two Walls](#) · [Tutorial](#)

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

1557.

103861J

[Elden Ring](#) · [Tutorial](#)

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

1558.

103861E

[Prof. Pang and Poker](#) · [Tutorial](#)

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

1559.

103861B

[Beautiful String](#) · [Tutorial](#)

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

1560.

103861L

[Fenwick Tree](#) · [Tutorial](#)

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

1561.

103861I

[Future Coder](#) · [Tutorial](#)

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

1562.

103861A

[DFS Order](#) · [Tutorial](#)

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

1563.

103069C

[Random Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1564.

103069I

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

Rating: — · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1565.

103069K

[Allin](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1566.

103069D

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[tkacper's solution](#)

1567.

103069G

[Prof. Pang's sequence](#) · [Tutorial](#)

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1568.

103069B

[Rectangle Flip 2](#) · [Tutorial](#)

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[tkacper's solution](#)

1569.

103069A

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

Rating: — · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1570.

103069L

[Square](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —
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1571.

103069F

[Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1572.

103957H

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Rating: — · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1573.

103957J

[Dome and Steles](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1574.

103957D

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Rating: — · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1575.

103957F

[Hungry Game of Ants](#) · [Tutorial](#)

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[tkacper's solution](#)

1576.

103957L

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1577.

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1578.

103957A

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1579.

103957M

[November 11th](#) · [Tutorial](#)

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1580.

102392C

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1581.

102392H

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

Rating: — · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: —
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1582.

102392E

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1583.

102392A

[Max or Min](#) · [Tutorial](#)

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1584.

102392F

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Rating: — · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: —
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1585.

102392G

[Projection](#) · [Tutorial](#)

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1586.

102392B

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1587.

102392J

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1588.

102392D

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Rating: — · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: —
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1589.

102392I

[Absolute Game](#) · [Tutorial](#)

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1590.

105139D

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Rating: — · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: —
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1591.

105139K

[Points on the Number Axis B](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1592.

105139F

[Enchanted](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1593.

105139G

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Rating: — · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1594.

105139H

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Rating: — · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: —
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1595.

105139I

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1596.

105139L

[LCMs](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1597.

105139J

[Points on the Number Axis A](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1598.

105139B

[Nana Likes Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1599.

105139A

[Long Live](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[tkacper's solution](#)

1600.

105139E

[Spicy or Grilled?](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[tkacper's solution](#)

1601.

101986H

[Homework](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-10 · last AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[tkacper's solution](#)

1602.

101986K

[Counting Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[tkacper's solution](#)

1603.

101986G

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

Rating: — · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[tkacper's solution](#)

1604.

101986J

[String Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[tkacper's solution](#)

1605.

101986E

[Black or White](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: —

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1606.

101986F

[Pizza Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: —

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1607.

101986I

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

Rating: — · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[tkacper's solution](#)

1608.

101986C

[Medical Checkup](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[tkacper's solution](#)

1609.

101986B

[Parallel Lines](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: —

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1610.

101986A

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

Rating: — · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: —

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1611.

104064C

[Cutting Edge](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[tkacper's solution](#)

1612.

104064E

[Exchange Students](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[tkacper's solution](#)

1613.

104064F

[Flatland Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[tkacper's solution](#)

1614.

104064H

[Heating Up](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[tkacper's solution](#)

1615.

104064G

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

Rating: — · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[tkacper's solution](#)

1616.

104064D

[Dyson Circle](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[tkacper's solution](#)

1617.

104064L

[Lucky Shirt](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[tkacper's solution](#)

1618.

104064I

[IXth Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[tkacper's solution](#)

1619.

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[tkacper's solution](#)

1620.

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[tkacper's solution](#)

1621.

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[tkacper's solution](#)

1622.

102354I

[From Modular to Rational](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · last AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[tkacper's solution](#)

1623.

102354B

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

Rating: — · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[tkacper's solution](#)

1624.

102441E

[Very Simple Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-02 · last AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[tkacper's solution](#)

1625.

102441F

[Random XOR](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[tkacper's solution](#)

1626.

104772L

[Loops](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · last AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[tkacper's solution](#)

1627.

104772F

[First Solved, Last Coded](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[tkacper's solution](#)

1628.

104772H

[H-Shaped Figures](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[tkacper's solution](#)

1629.

104772C

[Colorful Village](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[tkacper's solution](#)

1630.

104772I

[Intersegment Activation](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[tkacper's solution](#)

1631.

104772G

[Game of Nim](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[tkacper's solution](#)

1632.

104772E

[Every Queen](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[tkacper's solution](#)

1633.

104772J

[Jumping Frogs](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[tkacper's solution](#)

1634.

104772K

[Kitchen Timer](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[tkacper's solution](#)

1635.

104772D

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

Rating: — · first AC: 2023-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[tkacper's solution](#)

1636.

104772M

[Missing Vowels](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[tkacper's solution](#)

1637.

104772A

[Axis-Aligned Area](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[tkacper's solution](#)

1638.

104053B

[Ayano and sequences](#) · [Tutorial](#)

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

1639.

104053I

[Infection](#) · [Tutorial](#)

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

1640.

104053K

[Middle Point Graph](#) · [Tutorial](#)

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

1641.

104053C

[Customs Controls 2](#) · [Tutorial](#)

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

1642.

104053M

[XOR Sum](#) · [Tutorial](#)

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

1643.

104053A

[Alice and Her Lost Cat](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[tkacper's solution](#)

1644.

104053H

[GameX](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[tkacper's solution](#)

1645.

104053E

[Elevator](#) · [Tutorial](#)

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

1646.

104053L

[Station of Fate](#) · [Tutorial](#)

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

1647.

104076L

[Tree Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[tkacper's solution](#)

1648.

104076J

[Skills](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[tkacper's solution](#)

1649.

104076G

[Quick Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[tkacper's solution](#)

1650.

104076C

[DFS Order 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[tkacper's solution](#)

1651.

104076D

[Frozen Scoreboard](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[tkacper's solution](#)

1652.

104076E

[Identical Parity](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[tkacper's solution](#)

1653.

104076A

[Tower](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[tkacper's solution](#)

1654.

104076K

[Stack Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[tkacper's solution](#)

1655.

104076M

[Best Carry Player](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[tkacper's solution](#)

1656.

104542F

[Interesting String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-28 · last AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[tkacper's solution](#)

1657.

102391B

[Bigger Sokoban 40k](#) · [Tutorial](#)

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

1658.

102391I

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

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

1659.

102391F

[Hilbert's Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[tkacper's solution](#)

1660.

102391J

[Parklife](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[tkacper's solution](#)

1661.

102391H

[Maximizer](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[tkacper's solution](#)

1662.

102391G

[Lexicographically Minimum Walk](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[tkacper's solution](#)

1663.

102391A

[6789](#) · [Tutorial](#)

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

1664.

102759L

[Steel Slicing 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[tkacper's solution](#)

1665.

102759E

[Chemistry](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[tkacper's solution](#)

1666.

102759A

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

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[tkacper's solution](#)

1667.

102759H

[Alchemy](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[tkacper's solution](#)

1668.

102759J

[Remote Control](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[tkacper's solution](#)

1669.

102759F

[Interval Graph](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[tkacper's solution](#)

1670.

102759D

[Just Meeting](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[tkacper's solution](#)

1671.

102759K

[Sewing Graph](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[tkacper's solution](#)

1672.

103688E

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

Rating: — · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[tkacper's solution](#)

1673.

104011N

[New White-Black Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · last AC: 2023-07-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[tkacper's solution](#)

1674.

104011F

[First to Solve](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[tkacper's solution](#)

1675.

104011J

[Journey in Fog](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[tkacper's solution](#)

1676.

104011E

[Extreme Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[tkacper's solution](#)

1677.

104011D

[Day Streak](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[tkacper's solution](#)

1678.

104011C

[Clean Up!](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[tkacper's solution](#)

1679.

104011K

[Kaleidoscopic Route](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[tkacper's solution](#)

1680.

104011M

[Multithreaded Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[tkacper's solution](#)

1681.

104011B

[Boris and Berta](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[tkacper's solution](#)

1682.

104011H

[Halfway There](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[tkacper's solution](#)

1683.

104011L

[Letters Q and F](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[tkacper's solution](#)

1684.

104011A

[Anno Domini 2022](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[tkacper's solution](#)

1685.

104337B

[Mode](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[tkacper's solution](#)

1686.

104337E

[Inverse Counting Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[tkacper's solution](#)

1687.

104337I

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Rating: — · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[tkacper's solution](#)

1688.

104337K

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[tkacper's solution](#)

1689.

104337J

[Expansion](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[tkacper's solution](#)

1690.

104337F

[Inverse Manacher](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[tkacper's solution](#)

1691.

104337H

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

Rating: — · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[tkacper's solution](#)

1692.

104337C

[Darkness I](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[tkacper's solution](#)

1693.

104337M

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

Rating: — · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: —
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1694.

104369J

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Rating: — · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —
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1695.

104369H

[Canvas](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[tkacper's solution](#)

1696.

104369F

[Traveling in Cells](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[tkacper's solution](#)

1697.

104369M

[Computational Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[tkacper's solution](#)

1698.

104369E

[New but Nostalgic Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[tkacper's solution](#)

1699.

104369B

[Base Station Construction](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[tkacper's solution](#)

1700.

104369K

[Peg Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[tkacper's solution](#)

1701.

104369D

[New Houses](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[tkacper's solution](#)

1702.

104369I

[Path Planning](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[tkacper's solution](#)

1703.

104369C

[Trading](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[tkacper's solution](#)

1704.

104369A

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

Rating: — · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[tkacper's solution](#)

1705.

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
[tkacper's solution](#)

1706.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings
[tkacper's solution](#)

1707.

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
[tkacper's solution](#)

1708.

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
[tkacper's solution](#)

1709.

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

[tkacper's solution](#)

1710.

104012M

[Mex and Cards](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[tkacper's solution](#)

1711.

104012F

[Focusing on Costs](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[tkacper's solution](#)

1712.

104012E

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

Rating: — · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[tkacper's solution](#)

1713.

104012L

[Limited Swaps](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[tkacper's solution](#)

1714.

104012C

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[tkacper's solution](#)

1715.

104012B

[Bricks in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[tkacper's solution](#)

1716.

104012A

[Absolutely Flat](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[tkacper's solution](#)

1717.

104012N

[New Time](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[tkacper's solution](#)

1718.

104008B

[Code With No Forces](#) · [Tutorial](#)

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

[tkacper's solution](#)

1719.

104008J

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

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

[tkacper's solution](#)

1720.

104008G

[Group Homework](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[tkacper's solution](#)

1721.

104008L

[Largest Unique Wins](#) · [Tutorial](#)

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

[tkacper's solution](#)

1722.

104008E

[Draw a triangle](#) · [Tutorial](#)

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

[tkacper's solution](#)

1723.

104008C

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

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

[tkacper's solution](#)

1724.

104008M

[Youth Finale](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[tkacper's solution](#)

1725.

104008A

[Lily](#) · [Tutorial](#)

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

[tkacper's solution](#)