

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

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# Unique solved — turmax

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

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

Filters: none

Count: 2,638

1.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,295 global accepts · Rating: 800 · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: [sortings](#)

[turmax's solution](#)

2.

2211A

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

Quality: 16,052 global accepts · Rating: 800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: [implementation](#), [math](#)

[turmax's solution](#)

3.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,673 global accepts · Rating: 800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [greedy](#), [strings](#)

[turmax's solution](#)

4.

2183A

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

Quality: 23,664 global accepts · Rating: 800 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: [games](#)

[turmax's solution](#)

5.

2157A

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

Quality: 16,487 global accepts · Rating: 800 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [implementation](#), [sortings](#)

[turmax's solution](#)

6.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,730 global accepts · Rating: 800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [strings](#)

[turmax's solution](#)

7.

2180B

[Ashmal](#) · [Tutorial](#)

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

[turmax's solution](#)

8.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,869 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [brute force](#), [number theory](#)

[turmax's solution](#)

9.

2164A

[Sequence Game](#) · [Tutorial](#)

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

[turmax's solution](#)

10.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,719 global accepts · Rating: 800 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, implementation, math  
[turmax's solution](#)

**11.**

2152A

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

Quality: 22,302 global accepts · Rating: 800 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[turmax's solution](#)

**12.**

2147A

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

Quality: 18,626 global accepts · Rating: 800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy  
[turmax's solution](#)

**13.**

2127A

[Mix Mex Max](#) · [Tutorial](#)

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

**14.**

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,202 global accepts · Rating: 800 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[turmax's solution](#)

**15.**

2111A

[Energy Crystals](#) · [Tutorial](#)

Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math  
[turmax's solution](#)

**16.**

2114A

[Square Year](#) · [Tutorial](#)

Quality: 43,195 global accepts · Rating: 800 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math  
[turmax's solution](#)

**17.**

2110A

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

Quality: 29,825 global accepts · Rating: 800 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings  
[turmax's solution](#)

**18.**

2107A

[LRC and VIP](#) · [Tutorial](#)

Quality: 22,202 global accepts · Rating: 800 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory  
[turmax's solution](#)

**19.**

2108A

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

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

**20.**

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,948 global accepts · Rating: 800 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math  
[turmax's solution](#)

**21.**

2093A

[Ideal Generator](#) · [Tutorial](#)

Quality: 40,836 global accepts · Rating: 800 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: math  
[turmax's solution](#)

**22.**

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[turmax's solution](#)

**23.**

2086A

[Cloudberry Jam](#) · [Tutorial](#)

Quality: 33,541 global accepts · Rating: 800 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: math  
[turmax's solution](#)

**24.**

2072A

[New World, New Me, New Array](#) · [Tutorial](#)

Quality: 40,656 global accepts · Rating: 800 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math  
[turmax's solution](#)

**25.**

2064A

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

Quality: 27,098 global accepts · Rating: 800 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings  
[turmax's solution](#)

**26.**

2062A

[String](#) · [Tutorial](#)

Quality: 28,276 global accepts · Rating: 800 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings  
[turmax's solution](#)

**27.**

2053A

[Tender Carpenter](#) · [Tutorial](#)

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

**28.**

2048A

[Kevin and Combination Lock](#) · [Tutorial](#)

Quality: 22,852 global accepts · Rating: 800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, number theory  
[turmax's solution](#)

**29.**

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,123 global accepts · Rating: 800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory  
[turmax's solution](#)

**30.**

2029A

[Set](#) · [Tutorial](#)

Quality: 14,162 global accepts · Rating: 800 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[turmax's solution](#)

**31.**

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,697 global accepts · Rating: 800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[turmax's solution](#)

**32.**

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,846 global accepts · Rating: 800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[turmax's solution](#)

**33.**

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,708 global accepts · Rating: 800 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[turmax's solution](#)

**34.**

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,613 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: two pointers

[turmax's solution](#)

**35.**

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,097 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, strings

[turmax's solution](#)

**36.**

1983A

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

Quality: 28,115 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[turmax's solution](#)

**37.**

1984A

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

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

[turmax's solution](#)

**38.**

1979A

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

Quality: 31,791 global accepts · Rating: 800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[turmax's solution](#)

**39.**

1980B

[Choosing Cubes](#) · [Tutorial](#)

Quality: 38,500 global accepts · Rating: 800 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: sortings

[turmax's solution](#)

**40.**

1980A

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

Quality: 47,594 global accepts · Rating: 800 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: math

[turmax's solution](#)

**41.**

1981A

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

Quality: 24,250 global accepts · Rating: 800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[turmax's solution](#)

**42.**

1974B

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

Quality: 34,484 global accepts · Rating: 800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings  
[turmax's solution](#)

**43.**

1974A

[Phone Desktop](#) · [Tutorial](#)

Quality: 37,908 global accepts · Rating: 800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[turmax's solution](#)

**44.**

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,176 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math  
[turmax's solution](#)

**45.**

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,674 global accepts · Rating: 800 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[turmax's solution](#)

**46.**

1942A

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

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

**47.**

1941A

[Rudolf and the Ticket](#) · [Tutorial](#)

Quality: 47,693 global accepts · Rating: 800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[turmax's solution](#)

**48.**

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,261 global accepts · Rating: 800 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[turmax's solution](#)

**49.**

1923A

[Moving Chips](#) · [Tutorial](#)

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

**50.**

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,651 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[turmax's solution](#)

**51.**

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,194 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: games, math  
[turmax's solution](#)

**52.**

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory  
[turmax's solution](#)

**53.**

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,243 global accepts · Rating: 800 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[turmax's solution](#)

**54.**

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,753 global accepts · Rating: 800 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[turmax's solution](#)

**55.**

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,065 global accepts · Rating: 800 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings  
[turmax's solution](#)

**56.**

1898A

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

Quality: 17,422 global accepts · Rating: 800 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings  
[turmax's solution](#)

**57.**

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,172 global accepts · Rating: 800 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math  
[turmax's solution](#)

**58.**

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,872 global accepts · Rating: 800 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[turmax's solution](#)

**59.**

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,906 global accepts · Rating: 800 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[turmax's solution](#)

**60.**

1846B

[Rudolph and Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings  
[turmax's solution](#)

**61.**

1846A

[Rudolph and Cut the Rope](#) · [Tutorial](#)

Quality: 34,781 global accepts · Rating: 800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[turmax's solution](#)

**62.**

1845A

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

Quality: 47,331 global accepts · Rating: 800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory  
[turmax's solution](#)

**63.**

1842A

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

Quality: 20,796 global accepts · Rating: 800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[turmax's solution](#)

**64.**

1805B

[The String Has a Target](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[turmax's solution](#)

**65.**

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,909 global accepts · Rating: 800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force

[turmax's solution](#)

**66.**

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[turmax's solution](#)

**67.**

1810A

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

Quality: 21,910 global accepts · Rating: 800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[turmax's solution](#)

**68.**

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,048 global accepts · Rating: 800 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[turmax's solution](#)

**69.**

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[turmax's solution](#)

**70.**

1794A

[Prefix and Suffix Array](#) · [Tutorial](#)

Quality: 18,824 global accepts · Rating: 800 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: strings

[turmax's solution](#)

**71.**

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,963 global accepts · Rating: 800 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[turmax's solution](#)

**72.**

1788A

[One and Two](#) · [Tutorial](#)

Quality: 52,957 global accepts · Rating: 800 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[turmax's solution](#)

**73.**

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,995 global accepts · Rating: 800 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[turmax's solution](#)

**74.**

1790A

[Polycarp and the Day of Pi](#) · [Tutorial](#)

Quality: 41,043 global accepts · Rating: 800 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, strings

[turmax's solution](#)

**75.**

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,974 global accepts · Rating: 800 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[turmax's solution](#)

**76.**

1781A

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

Quality: 16,091 global accepts · Rating: 800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[turmax's solution](#)

**77.**

1775A1

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

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

[turmax's solution](#)

**78.**

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 800 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[turmax's solution](#)

**79.**

1772B

[Matrix Rotation](#) · [Tutorial](#)

Quality: 33,098 global accepts · Rating: 800 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[turmax's solution](#)

**80.**

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,414 global accepts · Rating: 800 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[turmax's solution](#)

**81.**

1769A

[B47CmDò 4Cä@Cä3C](#)

Quality: 2,156 global accepts · Rating: 800 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: \*special, math

[turmax's solution](#)

**82.**

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[turmax's solution](#)

**83.**

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,453 global accepts · Rating: 800 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[turmax's solution](#)

**84.**

1758A

[SSeeeiinnngg DDoouubbllee](#) · [Tutorial](#)

Quality: 27,047 global accepts · Rating: 800 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[turmax's solution](#)

**85.**

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,583 global accepts · Rating: 800 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[turmax's solution](#)

**86.**

1750B

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

Quality: 16,815 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[turmax's solution](#)

**87.**

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[turmax's solution](#)

**88.**

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,484 global accepts · Rating: 800 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[turmax's solution](#)

**89.**

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[turmax's solution](#)

**90.**

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,064 global accepts · Rating: 800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[turmax's solution](#)

**91.**

1725A

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

Quality: 10,135 global accepts · Rating: 800 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: math

[turmax's solution](#)

**92.**

1712B

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

Quality: 22,398 global accepts · Rating: 800 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[turmax's solution](#)

**93.**

1712A

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

Quality: 25,056 global accepts · Rating: 800 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[turmax's solution](#)

**94.**

1704A

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

Quality: 16,650 global accepts · Rating: 800 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[turmax's solution](#)

**95.**

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,593 global accepts · Rating: 800 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[turmax's solution](#)

**96.**

1706A

[Another String Minimization Problem](#) · [Tutorial](#)

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings

[turmax's solution](#)

**97.**

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[turmax's solution](#)

**98.**

1689A

[Lex String](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 800 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings, two pointers

[turmax's solution](#)

**99.**

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,207 global accepts · Rating: 800 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[turmax's solution](#)

**100.**

1682A

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

Quality: 19,966 global accepts · Rating: 800 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[turmax's solution](#)

**101.**

1684B

[Z mod X = C](#) · [Tutorial](#)

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

[turmax's solution](#)

**102.**

1684A

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

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

[turmax's solution](#)

**103.**

1670A

[Prof. Slim](#) · [Tutorial](#)

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

[turmax's solution](#)

**104.**

1665A

[GCD vs LCM](#) · [Tutorial](#)

Quality: 26,204 global accepts · Rating: 800 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[turmax's solution](#)

**105.**

1656A

[Good Pairs](#) · [Tutorial](#)

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

[turmax's solution](#)

**106.**

1652B

[Prefix Removals](#) · [Tutorial](#)

Rating: 800 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: strings

[turmax's solution](#)

**107.**

1652A

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

Rating: 800 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[turmax's solution](#)

**108.**

1635B

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

Quality: 18,474 global accepts · Rating: 800 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[turmax's solution](#)

**109.**

1635A

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Quality: 25,897 global accepts · Rating: 800 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[turmax's solution](#)

**110.**

1638A

[Reverse](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 800 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

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**111.**

1621A

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

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

[turmax's solution](#)

**112.**

1616A

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

Quality: 23,828 global accepts · Rating: 800 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[turmax's solution](#)

**113.**

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[turmax's solution](#)

**114.**

1584A

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Quality: 15,536 global accepts · Rating: 800 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: math

[turmax's solution](#)

**115.**

1582A

[Luntik and Concerts](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: math

[turmax's solution](#)

**116.**

1579A

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

Quality: 41,988 global accepts · Rating: 800 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: math, strings

[turmax's solution](#)

**117.**

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,211 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp,

greedy

[turmax's solution](#)

**118.**

1566A

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

Quality: 25,372 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[turmax's solution](#)

**119.**

1569A

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

Quality: 26,553 global accepts · Rating: 800 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[turmax's solution](#)

**120.**

1567A

[Domino Disaster](#) · [Tutorial](#)

Quality: 31,715 global accepts · Rating: 800 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[turmax's solution](#)

**121.**

1556A

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

Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: math

[turmax's solution](#)

**122.**

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,388 global accepts · Rating: 800 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[turmax's solution](#)

**123.**

1552A

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

Quality: 25,340 global accepts · Rating: 800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: sortings, strings

[turmax's solution](#)

**124.**

1551B1

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

Quality: 31,323 global accepts · Rating: 800 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[turmax's solution](#)

**125.**

1551A

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

Quality: 58,348 global accepts · Rating: 800 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[turmax's solution](#)

**126.**

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,460 global accepts · Rating: 800 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[turmax's solution](#)

**127.**

1538B

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

Quality: 33,536 global accepts · Rating: 800 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[turmax's solution](#)

**128.**

1538A

[Stone Game](#) · [Tutorial](#)

Quality: 40,401 global accepts · Rating: 800 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

[turmax's solution](#)

**129.**

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,151 global accepts · Rating: 800 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[turmax's solution](#)

**130.**

1527A

[And Then There Were K](#) · [Tutorial](#)

Quality: 41,899 global accepts · Rating: 800 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks

[turmax's solution](#)

**131.**

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 800 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[turmax's solution](#)

**132.**

1519B

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

Quality: 33,397 global accepts · Rating: 800 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[turmax's solution](#)

**133.**

1519A

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

Quality: 30,558 global accepts · Rating: 800 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: math

[turmax's solution](#)

**134.**

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,881 global accepts · Rating: 800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[turmax's solution](#)

**135.**

1511A

[Review Site](#) · [Tutorial](#)

Quality: 28,826 global accepts · Rating: 800 · first AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[turmax's solution](#)

**136.**

1513A

[Array and Peaks](#) · [Tutorial](#)

Quality: 20,017 global accepts · Rating: 800 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[turmax's solution](#)

**137.**

1506A

[Strange Table](#) · [Tutorial](#)

Quality: 32,434 global accepts · Rating: 800 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[turmax's solution](#)

**138.**

1482A

[Prison Break](#) · [Tutorial](#)

Quality: 21,295 global accepts · Rating: 800 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: math

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**139.**

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,528 global accepts · Rating: 800 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[turmax's solution](#)

**140.**

1481A

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Quality: 25,734 global accepts · Rating: 800 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
[turmax's solution](#)

**141.**

1474A

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

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[turmax's solution](#)

**142.**

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,831 global accepts · Rating: 800 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math  
[turmax's solution](#)

**143.**

1472A

[Cards for Friends](#) · [Tutorial](#)

Quality: 45,521 global accepts · Rating: 800 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[turmax's solution](#)

**144.**

1466B

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

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
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**145.**

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math  
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**146.**

1461A

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Quality: 19,000 global accepts · Rating: 800 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[turmax's solution](#)

**147.**

1455A

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

Quality: 27,408 global accepts · Rating: 800 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[turmax's solution](#)

**148.**

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,118 global accepts · Rating: 800 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[turmax's solution](#)

**149.**

1452A

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Quality: 22,938 global accepts · Rating: 800 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: math  
[turmax's solution](#)

**150.**

1421A

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Quality: 35,464 global accepts · Rating: 800 · first AC: 2020-11-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[turmax's solution](#)

**151.**

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,547 global accepts · Rating: 800 · first AC: 2020-11-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[turmax's solution](#)

**152.**

1437A

[Marketing Scheme](#) · [Tutorial](#)

Quality: 18,464 global accepts · Rating: 800 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[turmax's solution](#)

**153.**

1413A

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Quality: 15,291 global accepts · Rating: 800 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[turmax's solution](#)

**154.**

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[turmax's solution](#)

**155.**

1430B

[Barrels](#) · [Tutorial](#)

Quality: 20,278 global accepts · Rating: 800 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[turmax's solution](#)

**156.**

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[turmax's solution](#)

**157.**

1422A

[Fence](#) · [Tutorial](#)

Quality: 21,866 global accepts · Rating: 800 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[turmax's solution](#)

**158.**

1409A

[Yet Another Two Integers Problem](#) · [Tutorial](#)

Quality: 80,414 global accepts · Rating: 800 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[turmax's solution](#)

**159.**

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,783 global accepts · Rating: 800 · first AC: 2020-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[turmax's solution](#)

**160.**

1391A

[Subarrays](#) · [Tutorial](#)

Quality: 25,062 global accepts · Rating: 800 · first AC: 2020-09-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[turmax's solution](#)

**161.**

1398B

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

Quality: 25,901 global accepts · Rating: 800 · first AC: 2020-08-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[turmax's solution](#)

**162.**

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,788 global accepts · Rating: 800 · first AC: 2020-08-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[turmax's solution](#)

**163.**

1400A

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

Quality: 27,967 global accepts · Rating: 800 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[turmax's solution](#)

**164.**

1392B

[Omkar and Infinity Clock](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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**165.**

1392A

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

Quality: 21,743 global accepts · Rating: 800 · first AC: 2020-08-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[turmax's solution](#)

**166.**

1388A

[Captain Flint and Crew Recruitment](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 800 · first AC: 2020-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[turmax's solution](#)

**167.**

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,871 global accepts · Rating: 800 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[turmax's solution](#)

**168.**

1385B

[Restore the Permutation by Merger](#) · [Tutorial](#)

Quality: 39,581 global accepts · Rating: 800 · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[turmax's solution](#)

**169.**

1385A

[Three Pairwise Maximums](#) · [Tutorial](#)

Quality: 43,335 global accepts · Rating: 800 · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: math

[turmax's solution](#)

**170.**

1372A

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

Quality: 33,480 global accepts · Rating: 800 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[turmax's solution](#)

**171.**

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,256 global accepts · Rating: 800 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[turmax's solution](#)

**172.**

1374A

[Required Remainder](#) · [Tutorial](#)

Quality: 64,176 global accepts · Rating: 800 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: math  
[turmax's solution](#)

**173.**

1369A

[FashionableLee](#) · [Tutorial](#)

Quality: 39,124 global accepts · Rating: 800 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math  
[turmax's solution](#)

**174.**

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,451 global accepts · Rating: 800 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory  
[turmax's solution](#)

**175.**

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,251 global accepts · Rating: 800 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math  
[turmax's solution](#)

**176.**

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,935 global accepts · Rating: 800 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[turmax's solution](#)

**177.**

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,703 global accepts · Rating: 800 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[turmax's solution](#)

**178.**

1358A

[Park Lighting](#) · [Tutorial](#)

Quality: 43,187 global accepts · Rating: 800 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[turmax's solution](#)

**179.**

1351A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Quality: 26,939 global accepts · Rating: 800 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[turmax's solution](#)

**180.**

1305A

[Kuroni and the Gifts](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings  
[turmax's solution](#)

**181.**

1348A

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

Quality: 42,846 global accepts · Rating: 800 · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[turmax's solution](#)

**182.**

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,126 global accepts · Rating: 800 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[turmax's solution](#)

**183.**

1328A

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

Quality: 131,887 global accepts · Rating: 800 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: math  
[turmax's solution](#)

**184.**

1325B

[CopyCopyCopyCopyCopy](#) · [Tutorial](#)

Quality: 38,823 global accepts · Rating: 800 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[turmax's solution](#)

**185.**

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,201 global accepts · Rating: 800 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory  
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**186.**

1311A

[Add Odd or Subtract Even](#) · [Tutorial](#)

Quality: 46,269 global accepts · Rating: 800 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[turmax's solution](#)

**187.**

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[turmax's solution](#)

**188.**

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,111 global accepts · Rating: 800 · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[turmax's solution](#)

**189.**

1296A

[Array with Odd Sum](#) · [Tutorial](#)

Quality: 48,337 global accepts · Rating: 800 · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: math  
[turmax's solution](#)

**190.**

1285A

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

Quality: 29,888 global accepts · Rating: 800 · first AC: 2020-01-28 · C++14 (GCC 6-32) (first AC) · Tags: math  
[turmax's solution](#)

**191.**

1284A

[New Year and Naming](#) · [Tutorial](#)

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[turmax's solution](#)

**192.**

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,814 global accepts · Rating: 800 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math  
[turmax's solution](#)

**193.**

1283A

[Minutes Before the New Year](#) · [Tutorial](#)

Quality: 61,295 global accepts · Rating: 800 · first AC: 2019-12-28 · C++14 (GCC 6-32) (first AC) · Tags: math

[turmax's solution](#)

**194.**

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,250 global accepts · Rating: 800 · first AC: 2019-12-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[turmax's solution](#)

**195.**

1257A

[Two Rival Students](#) · [Tutorial](#)

Quality: 21,663 global accepts · Rating: 800 · first AC: 2019-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[turmax's solution](#)

**196.**

1223A

[CME](#) · [Tutorial](#)

Quality: 22,286 global accepts · Rating: 800 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: math

[turmax's solution](#)

**197.**

1152A

[Neko Finds Grapes](#) · [Tutorial](#)

Quality: 16,210 global accepts · Rating: 800 · first AC: 2019-09-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[turmax's solution](#)

**198.**

1186A

[Vus the Cossack and a Contest](#) · [Tutorial](#)

Quality: 42,452 global accepts · Rating: 800 · first AC: 2019-09-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[turmax's solution](#)

**199.**

1196A

[Three Piles of Candies](#) · [Tutorial](#)

Quality: 29,126 global accepts · Rating: 800 · first AC: 2019-07-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[turmax's solution](#)

**200.**

1191A

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

Quality: 18,981 global accepts · Rating: 800 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[turmax's solution](#)

**201.**

1185A

[Ropewalkers](#) · [Tutorial](#)

Quality: 15,382 global accepts · Rating: 800 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: math

[turmax's solution](#)

**202.**

1130A

[Be Positive](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 800 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[turmax's solution](#)

**203.**

1118A

[Water Buying](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: math

[turmax's solution](#)

**204.**

1102A

[Integer Sequence Dividing](#) · [Tutorial](#)

Quality: 26,613 global accepts · Rating: 800 · first AC: 2019-01-09 · C++14 (GCC 6-32) (first AC) · Tags: math  
[turmax's solution](#)

**205.**

1099A

[Snowball](#) · [Tutorial](#)

Quality: 13,348 global accepts · Rating: 800 · first AC: 2019-01-05 · PyPy 3 (first AC) · Tags: implementation  
[turmax's solution](#)

**206.**

1097A

[Gennady and a Card Game](#) · [Tutorial](#)

Quality: 43,802 global accepts · Rating: 800 · first AC: 2019-01-04 · PyPy 3 (first AC) · Tags: brute force, implementation  
[turmax's solution](#)

**207.**

1091A

[New Year and the Christmas Ornament](#) · [Tutorial](#)

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · PyPy 3 (first AC) · Tags: brute force, implementation, math  
[turmax's solution](#)

**208.**

1080A

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

Quality: 19,175 global accepts · Rating: 800 · first AC: 2018-11-25 · PyPy 3 (first AC) · Tags: math  
[turmax's solution](#)

**209.**

1058A

[In Search of an Easy Problem](#) · [Tutorial](#)

Rating: 800 · first AC: 2018-09-23 · PyPy 3 (first AC) · Tags: implementation  
[turmax's solution](#)

**210.**

1047A

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

Quality: 21,285 global accepts · Rating: 800 · first AC: 2018-09-21 · PyPy 3 (first AC) · Tags: math  
[turmax's solution](#)

**211.**

910A

[The Way to Home](#) · [Tutorial](#)

Quality: 13,993 global accepts · Rating: 800 · first AC: 2018-09-13 · PyPy 3 (first AC) · Tags: dfs and similar, dp, greedy, implementation  
[turmax's solution](#)

**212.**

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2018-08-29 · Python 3 (first AC) · Tags: implementation  
[turmax's solution](#)

**213.**

1013A

[Piles With Stones](#) · [Tutorial](#)

Quality: 11,708 global accepts · Rating: 800 · first AC: 2018-08-28 · Python 3 (first AC) · Tags: math  
[turmax's solution](#)

**214.**

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,584 global accepts · Rating: 800 · first AC: 2018-08-27 · Python 3 (first AC) · Tags: implementation  
[turmax's solution](#)

**215.**

1015A

[Points in Segments](#) · [Tutorial](#)

Quality: 22,434 global accepts · Rating: 800 · first AC: 2018-08-27 · Python 3 (first AC) · Tags: implementation

[turmax's solution](#)

**216.**

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,420 global accepts · Rating: 900 · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers

[turmax's solution](#)

**217.**

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,846 global accepts · Rating: 900 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[turmax's solution](#)

**218.**

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,580 global accepts · Rating: 900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

[turmax's solution](#)

**219.**

2114B

[Not Quite a Palindromic String](#) · [Tutorial](#)

Quality: 30,499 global accepts · Rating: 900 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[turmax's solution](#)

**220.**

2110B

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

Quality: 27,342 global accepts · Rating: 900 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: strings

[turmax's solution](#)

**221.**

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,833 global accepts · Rating: 900 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[turmax's solution](#)

**222.**

2072B

[Having Been a Treasurer in the Past, I Help Goblins Deceive](#) · [Tutorial](#)

Quality: 30,934 global accepts · Rating: 900 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, strings

[turmax's solution](#)

**223.**

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,749 global accepts · Rating: 900 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[turmax's solution](#)

**224.**

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[turmax's solution](#)

**225.**

2028A

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

Quality: 20,305 global accepts · Rating: 900 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[turmax's solution](#)

**226.**

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,571 global accepts · Rating: 900 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy,

math, number theory

[turmax's solution](#)

**227.**

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,528 global accepts · Rating: 900 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math

[turmax's solution](#)

**228.**

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,568 global accepts · Rating: 900 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[turmax's solution](#)

**229.**

1941C

[Rudolf and the Ugly String](#) · [Tutorial](#)

Quality: 39,194 global accepts · Rating: 900 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[turmax's solution](#)

**230.**

1900B

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

Quality: 20,468 global accepts · Rating: 900 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[turmax's solution](#)

**231.**

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,094 global accepts · Rating: 900 · first AC: 2022-04-13 · last AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[turmax's solution](#)

**232.**

1872B

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

Quality: 30,493 global accepts · Rating: 900 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[turmax's solution](#)

**233.**

1848A

[Vika and Her Friends](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[turmax's solution](#)

**234.**

1845B

[Come Together](#) · [Tutorial](#)

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

[turmax's solution](#)

**235.**

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,853 global accepts · Rating: 900 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[turmax's solution](#)

**236.**

1775A2

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

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

[turmax's solution](#)

**237.**

1764B

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

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[turmax's solution](#)

**238.**

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,888 global accepts · Rating: 900 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[turmax's solution](#)

**239.**

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 900 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[turmax's solution](#)

**240.**

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,529 global accepts · Rating: 900 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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**241.**

1709B

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Quality: 25,838 global accepts · Rating: 900 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation

[turmax's solution](#)

**242.**

1696B

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

Quality: 36,309 global accepts · Rating: 900 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[turmax's solution](#)

**243.**

1689B

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

Quality: 19,067 global accepts · Rating: 900 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[turmax's solution](#)

**244.**

1665B

[Array Cloning Technique](#) · [Tutorial](#)

Quality: 32,891 global accepts · Rating: 900 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[turmax's solution](#)

**245.**

1584C

[Two Arrays](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 900 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[turmax's solution](#)

**246.**

1582B

[Luntik and Subsequences](#) · [Tutorial](#)

Quality: 33,358 global accepts · Rating: 900 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[turmax's solution](#)

**247.**

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[turmax's solution](#)

**248.**

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,199 global accepts · Rating: 900 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number

theory, sortings

[turmax's solution](#)

**249.**

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,810 global accepts · Rating: 900 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation

[turmax's solution](#)

**250.**

1475B

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

Quality: 57,239 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[turmax's solution](#)

**251.**

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,796 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[turmax's solution](#)

**252.**

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,317 global accepts · Rating: 900 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[turmax's solution](#)

**253.**

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 900 · first AC: 2020-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[turmax's solution](#)

**254.**

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,031 global accepts · Rating: 900 · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[turmax's solution](#)

**255.**

1430A

[Number of Apartments](#) · [Tutorial](#)

Quality: 21,754 global accepts · Rating: 900 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[turmax's solution](#)

**256.**

1401A

[Distance and Axis](#) · [Tutorial](#)

Quality: 28,635 global accepts · Rating: 900 · first AC: 2020-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[turmax's solution](#)

**257.**

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,065 global accepts · Rating: 900 · first AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[turmax's solution](#)

**258.**

1374B

[Multiply by 2, divide by 6](#) · [Tutorial](#)

Quality: 71,574 global accepts · Rating: 900 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[turmax's solution](#)

**259.**

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,666 global accepts · Rating: 900 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: games

[turmax's solution](#)

**260.**

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,889 global accepts · Rating: 900 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[turmax's solution](#)

**261.**

1351B

[Square?](#) · [Tutorial](#)

Quality: 18,536 global accepts · Rating: 900 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[turmax's solution](#)

**262.**

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,384 global accepts · Rating: 900 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[turmax's solution](#)

**263.**

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[turmax's solution](#)

**264.**

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[turmax's solution](#)

**265.**

1313A

[Fast Food Restaurant](#) · [Tutorial](#)

Quality: 16,230 global accepts · Rating: 900 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[turmax's solution](#)

**266.**

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,694 global accepts · Rating: 900 · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: math

[turmax's solution](#)

**267.**

1295A

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

Quality: 24,145 global accepts · Rating: 900 · first AC: 2020-01-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[turmax's solution](#)

**268.**

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,810 global accepts · Rating: 900 · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[turmax's solution](#)

**269.**

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,083 global accepts · Rating: 900 · first AC: 2019-12-28 · C++14 (GCC 6-32) (first AC) · Tags: math

[turmax's solution](#)

**270.**

1282A

[Temporarily unavailable](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 900 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[turmax's solution](#)

**271.**

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[turmax's solution](#)

**272.**

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,019 global accepts · Rating: 900 · first AC: 2019-08-26 · C++14 (GCC 6-32) (first AC) · Tags: math

[turmax's solution](#)

**273.**

1169A

[Circle Metro](#) · [Tutorial](#)

Quality: 12,693 global accepts · Rating: 900 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[turmax's solution](#)

**274.**

1138A

[Sushi for Two](#) · [Tutorial](#)

Quality: 22,070 global accepts · Rating: 900 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation

[turmax's solution](#)

**275.**

1080B

[Margarite and the best present](#) · [Tutorial](#)

Quality: 12,640 global accepts · Rating: 900 · first AC: 2018-11-25 · PyPy 3 (first AC) · Tags: math

[turmax's solution](#)

**276.**

1047B

[Cover Points](#) · [Tutorial](#)

Quality: 18,777 global accepts · Rating: 900 · first AC: 2018-09-22 · PyPy 3 (first AC) · Tags: geometry, math

[turmax's solution](#)

**277.**

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,971 global accepts · Rating: 900 · first AC: 2018-09-11 · PyPy 3 (first AC) · Tags: greedy, implementation, math

[turmax's solution](#)

**278.**

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,525 global accepts · Rating: 900 · first AC: 2018-08-27 · Python 3 (first AC) · Tags: implementation, sortings

[turmax's solution](#)

**279.**

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,249 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[turmax's solution](#)

**280.**

2147B

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

Quality: 16,954 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[turmax's solution](#)

**281.**

2114C

[Need More Arrays](#) · [Tutorial](#)

Quality: 30,891 global accepts · Rating: 1000 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[turmax's solution](#)

**282.**

2093C

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

Quality: 30,840 global accepts · Rating: 1000 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[turmax's solution](#)

**283.**

2039B

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

Quality: 17,293 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[turmax's solution](#)

**284.**

2004B

[Game with Doors](#) · [Tutorial](#)

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

[turmax's solution](#)

**285.**

2000C

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

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

[turmax's solution](#)

**286.**

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,428 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[turmax's solution](#)

**287.**

1969B

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

Quality: 22,329 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[turmax's solution](#)

**288.**

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,754 global accepts · Rating: 1000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[turmax's solution](#)

**289.**

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,904 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[turmax's solution](#)

**290.**

1907B

[YetnotherrokenKeoard](#) · [Tutorial](#)

Quality: 30,382 global accepts · Rating: 1000 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, strings

[turmax's solution](#)

**291.**

1876A

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

Quality: 34,907 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[turmax's solution](#)

**292.**

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,796 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[turmax's solution](#)

**293.**

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

[turmax's solution](#)

**294.**

1784A

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

Quality: 17,136 global accepts · Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[turmax's solution](#)

**295.**

1790C

[Permutation](#) · [Tutorial](#)

Quality: 26,843 global accepts · Rating: 1000 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[turmax's solution](#)

**296.**

1781B

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

Quality: 14,755 global accepts · Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[turmax's solution](#)

**297.**

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

[turmax's solution](#)

**298.**

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

[turmax's solution](#)

**299.**

1772C

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

Quality: 26,143 global accepts · Rating: 1000 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[turmax's solution](#)

**300.**

1769B1

[A = 1068D > C\\$0C08CR DC 9C'>C" •](#)

Quality: 1,602 global accepts · Rating: 1000 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: \*special, brute force, implementation, math

[turmax's solution](#)

**301.**

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,880 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[turmax's solution](#)

**302.**

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,820 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math  
[turmax's solution](#)

**303.**

1761B

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

Quality: 14,713 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[turmax's solution](#)

**304.**

1725B

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

Quality: 28,262 global accepts · Rating: 1000 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[turmax's solution](#)

**305.**

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,908 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[turmax's solution](#)

**306.**

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,305 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[turmax's solution](#)

**307.**

1584B

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

Quality: 14,352 global accepts · Rating: 1000 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[turmax's solution](#)

**308.**

1579E1

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

Quality: 25,199 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[turmax's solution](#)

**309.**

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

[turmax's solution](#)

**310.**

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,861 global accepts · Rating: 1000 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[turmax's solution](#)

**311.**

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,922 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy

[turmax's solution](#)

**312.**

1550B

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

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[turmax's solution](#)

**313.**

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

[turmax's solution](#)

**314.**

1506C

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

Quality: 35,619 global accepts · Rating: 1000 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[turmax's solution](#)

**315.**

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

[turmax's solution](#)

**316.**

1474B

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

Quality: 40,319 global accepts · Rating: 1000 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[turmax's solution](#)

**317.**

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

[turmax's solution](#)

**318.**

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

[turmax's solution](#)

**319.**

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

[turmax's solution](#)

**320.**

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,831 global accepts · Rating: 1000 · first AC: 2020-09-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[turmax's solution](#)

**321.**

1388B

[Captain Flint and a Long Voyage](#) · [Tutorial](#)

Quality: 22,820 global accepts · Rating: 1000 · first AC: 2020-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[turmax's solution](#)

**322.**

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,910 global accepts · Rating: 1000 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[turmax's solution](#)

**323.**

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[turmax's solution](#)

**324.**

1359B

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

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers  
[turmax's solution](#)

**325.**

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,726 global accepts · Rating: 1000 · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math  
[turmax's solution](#)

**326.**

1358B

[Maria Breaks the Self-isolation](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[turmax's solution](#)

**327.**

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,415 global accepts · Rating: 1000 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[turmax's solution](#)

**328.**

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[turmax's solution](#)

**329.**

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory  
[turmax's solution](#)

**330.**

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,291 global accepts · Rating: 1000 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings  
[turmax's solution](#)

**331.**

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[turmax's solution](#)

**332.**

1266A

[Competitive Programmer](#) · [Tutorial](#)

Quality: 17,511 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math  
[turmax's solution](#)

**333.**

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,434 global accepts · Rating: 1000 · first AC: 2019-11-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[turmax's solution](#)

**334.**

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,523 global accepts · Rating: 1000 · first AC: 2019-11-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[turmax's solution](#)

**335.**

1245A

[Good ol' Numbers Coloring](#) · [Tutorial](#)

Quality: 14,892 global accepts · Rating: 1000 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[turmax's solution](#)

**336.**

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2019-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[turmax's solution](#)

**337.**

1223B

[Strings Equalization](#) · [Tutorial](#)

Quality: 15,894 global accepts · Rating: 1000 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: strings

[turmax's solution](#)

**338.**

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,182 global accepts · Rating: 1000 · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[turmax's solution](#)

**339.**

1174A

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

Quality: 19,210 global accepts · Rating: 1000 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[turmax's solution](#)

**340.**

1144C

[Two Shuffled Sequences](#) · [Tutorial](#)

Quality: 16,361 global accepts · Rating: 1000 · first AC: 2019-04-01 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[turmax's solution](#)

**341.**

1100A

[Roman and Browser](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2019-01-13 · PyPy 3 (first AC) · Tags: implementation

[turmax's solution](#)

**342.**

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1000 · first AC: 2019-01-11 · PyPy 3 (first AC) · Tags: math

[turmax's solution](#)

**343.**

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,052 global accepts · Rating: 1000 · first AC: 2018-10-07 · PyPy 3 (first AC) · Tags: dfs and similar, graphs, implementation

[turmax's solution](#)

**344.**

1051B

[Relatively Prime Pairs](#) · [Tutorial](#)

Quality: 18,810 global accepts · Rating: 1000 · first AC: 2018-09-20 · PyPy 3 (first AC) · Tags: greedy, math, number theory

[turmax's solution](#)

**345.**

1027A

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

Quality: 18,800 global accepts · Rating: 1000 · first AC: 2018-08-27 · Python 3 (first AC) · Tags: implementation, strings

[turmax's solution](#)

**346.**

2211B

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

Quality: 11,611 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[turmax's solution](#)

**347.**

2183B

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

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

[turmax's solution](#)

**348.**

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,997 global accepts · Rating: 1100 · first AC: 2025-10-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[turmax's solution](#)

**349.**

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[turmax's solution](#)

**350.**

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,435 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers

[turmax's solution](#)

**351.**

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,883 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math

[turmax's solution](#)

**352.**

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,800 global accepts · Rating: 1100 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[turmax's solution](#)

**353.**

2103B

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

Quality: 17,705 global accepts · Rating: 1100 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[turmax's solution](#)

**354.**

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[turmax's solution](#)

**355.**

2086B

[Large Array and Segments](#) · [Tutorial](#)

Quality: 18,992 global accepts · Rating: 1100 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy  
[turmax's solution](#)

**356.**

2064B

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

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers  
[turmax's solution](#)

**357.**

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings  
[turmax's solution](#)

**358.**

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[turmax's solution](#)

**359.**

2004C

[Splitting Items](#) · [Tutorial](#)

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

**360.**

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,953 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[turmax's solution](#)

**361.**

1957B

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

Quality: 20,408 global accepts · Rating: 1100 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation  
[turmax's solution](#)

**362.**

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,498 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[turmax's solution](#)

**363.**

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,878 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation  
[turmax's solution](#)

**364.**

1917B

[Erase First or Second Letter](#) · [Tutorial](#)

Quality: 36,347 global accepts · Rating: 1100 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings  
[turmax's solution](#)

**365.**

1872C

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

Quality: 26,379 global accepts · Rating: 1100 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[turmax's solution](#)

**366.**

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  
[turmax's solution](#)

**367.**

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  
[turmax's solution](#)

**368.**

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,712 global accepts · Rating: 1100 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math  
[turmax's solution](#)

**369.**

1842B

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

Quality: 25,533 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math  
[turmax's solution](#)

**370.**

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,799 global accepts · Rating: 1100 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers  
[turmax's solution](#)

**371.**

1788B

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

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities  
[turmax's solution](#)

**372.**

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,792 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[turmax's solution](#)

**373.**

1726B

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

Quality: 16,847 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math  
[turmax's solution](#)

**374.**

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[turmax's solution](#)

**375.**

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,484 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math  
[turmax's solution](#)

**376.**

1685A

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

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[turmax's solution](#)

**377.**

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,393 global accepts · Rating: 1100 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[turmax's solution](#)

**378.**

1670B

[Dorms War](#) · [Tutorial](#)

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

[turmax's solution](#)

**379.**

1656B

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

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

[turmax's solution](#)

**380.**

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,546 global accepts · Rating: 1100 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings

[turmax's solution](#)

**381.**

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

[turmax's solution](#)

**382.**

1575A

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

Quality: 5,181 global accepts · Rating: 1100 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, strings

[turmax's solution](#)

**383.**

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,886 global accepts · Rating: 1100 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[turmax's solution](#)

**384.**

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

[turmax's solution](#)

**385.**

1511C

[Yet Another Card Deck](#) · [Tutorial](#)

Quality: 32,804 global accepts · Rating: 1100 · first AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, trees

[turmax's solution](#)

**386.**

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[turmax's solution](#)

**387.**

1506B

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

Quality: 21,149 global accepts · Rating: 1100 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[turmax's solution](#)

**388.**

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

[turmax's solution](#)

**389.**

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,339 global accepts · Rating: 1100 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[turmax's solution](#)

**390.**

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,444 global accepts · Rating: 1100 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, math

[turmax's solution](#)

**391.**

1421B

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

Quality: 13,474 global accepts · Rating: 1100 · first AC: 2020-11-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[turmax's solution](#)

**392.**

1413B

[A New Technique](#) · [Tutorial](#)

Quality: 12,013 global accepts · Rating: 1100 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[turmax's solution](#)

**393.**

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

[turmax's solution](#)

**394.**

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,921 global accepts · Rating: 1100 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[turmax's solution](#)

**395.**

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[turmax's solution](#)

**396.**

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[turmax's solution](#)

**397.**

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,015 global accepts · Rating: 1100 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[turmax's solution](#)

**398.**

1366A

[Shovels and Swords](#) · [Tutorial](#)

Quality: 32,995 global accepts · Rating: 1100 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[turmax's solution](#)

**399.**

1001A

[Generate plus state or minus state](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 1100 · first AC: 2020-06-10 · last AC: 2020-06-10 · Q# (first AC) · Tags: \*special

[turmax's solution](#)

**400.**

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[turmax's solution](#)

**401.**

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[turmax's solution](#)

**402.**

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,228 global accepts · Rating: 1100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[turmax's solution](#)

**403.**

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,864 global accepts · Rating: 1100 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[turmax's solution](#)

**404.**

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,729 global accepts · Rating: 1100 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[turmax's solution](#)

**405.**

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,513 global accepts · Rating: 1100 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

[turmax's solution](#)

**406.**

1324B

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

Quality: 30,792 global accepts · Rating: 1100 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[turmax's solution](#)

**407.**

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,225 global accepts · Rating: 1100 · first AC: 2020-01-31 · C++14 (GCC 6-32) (first AC) · Tags: math  
[turmax's solution](#)

**408.**

1288B

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

Quality: 17,779 global accepts · Rating: 1100 · first AC: 2020-01-17 · C++17 (GCC 7-32) (first AC) · Tags: math  
[turmax's solution](#)

**409.**

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-01-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search  
[turmax's solution](#)

**410.**

1099B

[Squares and Segments](#) · [Tutorial](#)

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math  
[turmax's solution](#)

**411.**

1033B

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

Quality: 11,952 global accepts · Rating: 1100 · first AC: 2018-10-07 · PyPy 3 (first AC) · Tags: math, number theory  
[turmax's solution](#)

**412.**

1058B

[Vasya and Cornfield](#) · [Tutorial](#)

Rating: 1100 · first AC: 2018-09-23 · PyPy 3 (first AC) · Tags: geometry  
[turmax's solution](#)

**413.**

2135A

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

Quality: 18,327 global accepts · Rating: 1200 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp  
[turmax's solution](#)

**414.**

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,127 global accepts · Rating: 1200 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy  
[turmax's solution](#)

**415.**

2196A

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

Quality: 15,814 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math  
[turmax's solution](#)

**416.**

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,693 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation  
[turmax's solution](#)

**417.**

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,550 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[turmax's solution](#)

**418.**

2072C

[Creating Keys for StORages Has Become My Main Skill](#) · [Tutorial](#)

Quality: 19,572 global accepts · Rating: 1200 · first AC: 2025-02-25 · last AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[turmax's solution](#)

**419.**

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

[turmax's solution](#)

**420.**

2053B

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

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[turmax's solution](#)

**421.**

2048C

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

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[turmax's solution](#)

**422.**

2046A

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

Quality: 16,807 global accepts · Rating: 1200 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[turmax's solution](#)

**423.**

2039C1

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

Quality: 13,518 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[turmax's solution](#)

**424.**

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,836 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers

[turmax's solution](#)

**425.**

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,410 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[turmax's solution](#)

**426.**

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[turmax's solution](#)

**427.**

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[turmax's solution](#)

**428.**

1941D

[Rudolf and the Ball Game](#) · [Tutorial](#)

Quality: 20,937 global accepts · Rating: 1200 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation

[turmax's solution](#)

**429.**

1934B

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

Quality: 22,013 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[turmax's solution](#)

**430.**

1916C

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

Quality: 19,881 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[turmax's solution](#)

**431.**

1907C

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Quality: 23,136 global accepts · Rating: 1200 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[turmax's solution](#)

**432.**

1872D

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

Quality: 38,815 global accepts · Rating: 1200 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: math

[turmax's solution](#)

**433.**

1857C

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

Quality: 41,742 global accepts · Rating: 1200 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[turmax's solution](#)

**434.**

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,394 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[turmax's solution](#)

**435.**

1846D

[Rudolph and Christmas Tree](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, math

[turmax's solution](#)

**436.**

1846C

[Rudolf and the Another Competition](#) · [Tutorial](#)

Quality: 21,475 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[turmax's solution](#)

**437.**

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,552 global accepts · Rating: 1200 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings  
[turmax's solution](#)

**438.**

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,138 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[turmax's solution](#)

**439.**

1006B

[Polycarp's Practice](#) · [Tutorial](#)

Quality: 14,655 global accepts · Rating: 1200 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings  
[turmax's solution](#)

**440.**

1769C1

[A Good CD\\$C](#) ·

Quality: 1,118 global accepts · Rating: 1200 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: \*special, brute force, dp, greedy  
[turmax's solution](#)

**441.**

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: games  
[turmax's solution](#)

**442.**

1713C

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

Quality: 18,870 global accepts · Rating: 1200 · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math  
[turmax's solution](#)

**443.**

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,788 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings  
[turmax's solution](#)

**444.**

1656C

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

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

**445.**

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  
[turmax's solution](#)

**446.**

1635C

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

Quality: 25,123 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[turmax's solution](#)

**447.**

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,642 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers  
[turmax's solution](#)

**448.**

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math  
[turmax's solution](#)

**449.**

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

Quality: 34,394 global accepts · Rating: 1200 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games  
[turmax's solution](#)

**450.**

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings  
[turmax's solution](#)

**451.**

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,682 global accepts · Rating: 1200 · first AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[turmax's solution](#)

**452.**

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  
[turmax's solution](#)

**453.**

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,535 global accepts · Rating: 1200 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, sortings  
[turmax's solution](#)

**454.**

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,234 global accepts · Rating: 1200 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[turmax's solution](#)

**455.**

1437B

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

Quality: 20,851 global accepts · Rating: 1200 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[turmax's solution](#)

**456.**

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  
[turmax's solution](#)

**457.**

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  
[turmax's solution](#)

**458.**

1392C

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

Quality: 19,594 global accepts · Rating: 1200 · first AC: 2020-08-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[turmax's solution](#)

**459.**

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[turmax's solution](#)

**460.**

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[turmax's solution](#)

**461.**

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: math  
[turmax's solution](#)

**462.**

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings  
[turmax's solution](#)

**463.**

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,361 global accepts · Rating: 1200 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory, two pointers  
[turmax's solution](#)

**464.**

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,394 global accepts · Rating: 1200 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math  
[turmax's solution](#)

**465.**

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,283 global accepts · Rating: 1200 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, two pointers  
[turmax's solution](#)

**466.**

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,372 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings  
[turmax's solution](#)

**467.**

1355A

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

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math  
[turmax's solution](#)

**468.**

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,441 global accepts · Rating: 1200 · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers  
[turmax's solution](#)

**469.**

1343C

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

Quality: 44,065 global accepts · Rating: 1200 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers  
[turmax's solution](#)

**470.**

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,081 global accepts · Rating: 1200 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[turmax's solution](#)

**471.**

1327B

[Princesses and Princes](#) · [Tutorial](#)

Quality: 19,492 global accepts · Rating: 1200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy  
[turmax's solution](#)

**472.**

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,034 global accepts · Rating: 1200 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, sortings  
[turmax's solution](#)

**473.**

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[turmax's solution](#)

**474.**

1149A

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

Quality: 17,893 global accepts · Rating: 1200 · first AC: 2019-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[turmax's solution](#)

**475.**

1257C

[Dominated Subarray](#) · [Tutorial](#)

Quality: 17,145 global accepts · Rating: 1200 · first AC: 2019-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers  
[turmax's solution](#)

**476.**

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2019-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[turmax's solution](#)

**477.**

1191B

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

Quality: 9,864 global accepts · Rating: 1200 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[turmax's solution](#)

**478.**

1185C1

[Exam in BerSU \(easy version\)](#) · [Tutorial](#)

Quality: 11,898 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[turmax's solution](#)

**479.**

1185B

[Email from Polycarp](#) · [Tutorial](#)

Quality: 14,220 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[turmax's solution](#)

**480.**

1174B

[Ehab Is an Odd Person](#) · [Tutorial](#)

Quality: 16,855 global accepts · Rating: 1200 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: sortings  
[turmax's solution](#)

**481.**

1130B

[Two Cakes](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1200 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[turmax's solution](#)

**482.**

1118B

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

Quality: 13,244 global accepts · Rating: 1200 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[turmax's solution](#)

**483.**

1100C

[NN and the Optical Illusion](#) · [Tutorial](#)

Quality: 10,930 global accepts · Rating: 1200 · first AC: 2019-01-13 · Python 3 (first AC) · Tags: binary search, geometry, math  
[turmax's solution](#)

**484.**

1102C

[Doors Breaking and Repairing](#) · [Tutorial](#)

Quality: 14,165 global accepts · Rating: 1200 · first AC: 2019-01-09 · PyPy 3 (first AC) · Tags: games  
[turmax's solution](#)

**485.**

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,943 global accepts · Rating: 1200 · first AC: 2019-01-04 · PyPy 3 (first AC) · Tags: bitmasks, brute force, dp  
[turmax's solution](#)

**486.**

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation  
[turmax's solution](#)

**487.**

1068B

[LCM](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1200 · first AC: 2018-12-30 · PyPy 3 (first AC) · Tags: math, number theory  
[turmax's solution](#)

**488.**

1051A

[Vasya And Password](#) · [Tutorial](#)

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2018-09-20 · PyPy 3 (first AC) · Tags: greedy, implementation, strings  
[turmax's solution](#)

**489.**

928A

[Login Verification](#) · [Tutorial](#)

Quality: 3,594 global accepts · Rating: 1200 · first AC: 2018-08-29 · Python 3 (first AC) · Tags: \*special, strings  
[turmax's solution](#)

**490.**

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-28 · Python 3 (first AC) · Tags: implementation, math  
[turmax's solution](#)

**491.**

1023A

[Single Wildcard Pattern Matching](#) · [Tutorial](#)

Quality: 9,263 global accepts · Rating: 1200 · first AC: 2018-08-28 · Python 3 (first AC) · Tags: brute force, implementation, strings  
[turmax's solution](#)

**492.**

1028B

[Unnatural Conditions](#) · [Tutorial](#)

Quality: 10,240 global accepts · Rating: 1200 · first AC: 2018-08-27 · Python 3 (first AC) · Tags: constructive algorithms, math  
[turmax's solution](#)

**493.**

1029B

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

Quality: 18,464 global accepts · Rating: 1200 · first AC: 2018-08-26 · Python 3 (first AC) · Tags: dp, greedy, math  
[turmax's solution](#)

**494.**

2211C1

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

Quality: 9,098 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers  
[turmax's solution](#)

**495.**

2201A1

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

Quality: 11,045 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures  
[turmax's solution](#)

**496.**

2187A

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

Quality: 15,867 global accepts · Rating: 1300 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
[turmax's solution](#)

**497.**

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,105 global accepts · Rating: 1300 · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[turmax's solution](#)

**498.**

2152B

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

Quality: 12,852 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games  
[turmax's solution](#)

**499.**

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,689 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation  
[turmax's solution](#)

**500.**

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy  
[turmax's solution](#)

**501.**

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,426 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms,

implementation

[turmax's solution](#)

**502.**

2108B

[SUMdamental Decomposition](#) · [Tutorial](#)

Quality: 14,543 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[turmax's solution](#)

**503.**

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,473 global accepts · Rating: 1300 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[turmax's solution](#)

**504.**

2086C

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

Quality: 16,125 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[turmax's solution](#)

**505.**

2073L

[Boarding Queue](#) · [Tutorial](#)

Quality: 1,779 global accepts · Rating: 1300 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[turmax's solution](#)

**506.**

2072D

[For Wizards, the Exam Is Easy, but I Couldn't Handle It](#) · [Tutorial](#)

Quality: 17,638 global accepts · Rating: 1300 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[turmax's solution](#)

**507.**

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,786 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[turmax's solution](#)

**508.**

2023A

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

Quality: 16,567 global accepts · Rating: 1300 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[turmax's solution](#)

**509.**

1984C1

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

Quality: 20,151 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[turmax's solution](#)

**510.**

1980C

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

Quality: 21,701 global accepts · Rating: 1300 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[turmax's solution](#)

**511.**

1981B

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

Quality: 16,427 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[turmax's solution](#)

**512.**

1973B

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

Quality: 16,827 global accepts · Rating: 1300 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[turmax's solution](#)

**513.**

1942C1

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

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

[turmax's solution](#)

**514.**

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,042 global accepts · Rating: 1300 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[turmax's solution](#)

**515.**

1889A

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Quality: 15,320 global accepts · Rating: 1300 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[turmax's solution](#)

**516.**

1693A

[Directional Increase](#) · [Tutorial](#)

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[turmax's solution](#)

**517.**

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

[turmax's solution](#)

**518.**

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,316 global accepts · Rating: 1300 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings, trees

[turmax's solution](#)

**519.**

1846E1

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

Quality: 25,204 global accepts · Rating: 1300 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[turmax's solution](#)

**520.**

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[turmax's solution](#)

**521.**

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

[turmax's solution](#)

**522.**

1794C

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

Quality: 22,080 global accepts · Rating: 1300 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[turmax's solution](#)

**523.**

1776H

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

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: two pointers

[turmax's solution](#)

**524.**

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[turmax's solution](#)

**525.**

1029A

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

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[turmax's solution](#)

**526.**

1775B

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

Quality: 20,734 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[turmax's solution](#)

**527.**

1769C2

[A<>CDD CD\\$:C ”•](#)

Quality: 1,077 global accepts · Rating: 1300 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: \*special, dp

[turmax's solution](#)

**528.**

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1300 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[turmax's solution](#)

**529.**

1753A1

[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)

Quality: 16,451 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[turmax's solution](#)

**530.**

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[turmax's solution](#)

**531.**

1733C

[Parity Shuffle Sorting](#) · [Tutorial](#)

Quality: 17,097 global accepts · Rating: 1300 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[turmax's solution](#)

**532.**

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[turmax's solution](#)

**533.**

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, math  
[turmax's solution](#)

**534.**

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math  
[turmax's solution](#)

**535.**

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  
[turmax's solution](#)

**536.**

1601A

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

Quality: 21,087 global accepts · Rating: 1300 · first AC: 2021-10-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, number theory  
[turmax's solution](#)

**537.**

1558A

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

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math  
[turmax's solution](#)

**538.**

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  
[turmax's solution](#)

**539.**

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,082 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, implementation  
[turmax's solution](#)

**540.**

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,248 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force  
[turmax's solution](#)

**541.**

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,398 global accepts · Rating: 1300 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math, two pointers  
[turmax's solution](#)

**542.**

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,835 global accepts · Rating: 1300 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math  
[turmax's solution](#)

**543.**

1470A

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

Quality: 29,383 global accepts · Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[turmax's solution](#)

**544.**

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

[turmax's solution](#)

**545.**

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

[turmax's solution](#)

**546.**

1418B

[Negative Prefixes](#) · [Tutorial](#)

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2020-09-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[turmax's solution](#)

**547.**

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,833 global accepts · Rating: 1300 · first AC: 2020-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[turmax's solution](#)

**548.**

1381A1

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

Quality: 21,721 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings

[turmax's solution](#)

**549.**

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,381 global accepts · Rating: 1300 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[turmax's solution](#)

**550.**

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,369 global accepts · Rating: 1300 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[turmax's solution](#)

**551.**

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,372 global accepts · Rating: 1300 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[turmax's solution](#)

**552.**

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,105 global accepts · Rating: 1300 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[turmax's solution](#)

**553.**

1364B

[Most socially-distanced subsequence](#) · [Tutorial](#)

Quality: 26,174 global accepts · Rating: 1300 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers  
[turmax's solution](#)

**554.**

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,949 global accepts · Rating: 1300 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers  
[turmax's solution](#)

**555.**

1001F

[Distinguish multi-qubit basis states](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 1300 · first AC: 2020-06-11 · Q# (first AC) · Tags: \*special  
[turmax's solution](#)

**556.**

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,840 global accepts · Rating: 1300 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[turmax's solution](#)

**557.**

1328B

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

Quality: 32,043 global accepts · Rating: 1300 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math  
[turmax's solution](#)

**558.**

1322A

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

Quality: 12,887 global accepts · Rating: 1300 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[turmax's solution](#)

**559.**

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math  
[turmax's solution](#)

**560.**

1311C

[Perform the Combo](#) · [Tutorial](#)

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force  
[turmax's solution](#)

**561.**

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math  
[turmax's solution](#)

**562.**

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,825 global accepts · Rating: 1300 · first AC: 2020-01-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation  
[turmax's solution](#)

**563.**

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,415 global accepts · Rating: 1300 · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation  
[turmax's solution](#)

**564.**

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2019-12-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[turmax's solution](#)

**565.**

1063A

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

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2019-11-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[turmax's solution](#)

**566.**

1217A

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

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[turmax's solution](#)

**567.**

1152B

[Neko Performs Cat Furrier Transform](#) · [Tutorial](#)

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-09-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math

[turmax's solution](#)

**568.**

1174C

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

Quality: 12,784 global accepts · Rating: 1300 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[turmax's solution](#)

**569.**

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[turmax's solution](#)

**570.**

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[turmax's solution](#)

**571.**

1058C

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

Rating: 1300 · first AC: 2018-09-23 · PyPy 3 (first AC) · Tags: brute force, implementation

[turmax's solution](#)

**572.**

1016B

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

Quality: 10,150 global accepts · Rating: 1300 · first AC: 2018-09-11 · PyPy 2 (first AC) · Tags: brute force, implementation

[turmax's solution](#)

**573.**

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,877 global accepts · Rating: 1300 · first AC: 2018-09-02 · Python 3 (first AC) · Tags: greedy

[turmax's solution](#)

**574.**

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-02 · Python 3 (first AC) · Tags: constructive algorithms, greedy, math  
[turmax's solution](#)

**575.**

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1400 · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[turmax's solution](#)

**576.**

2190B1

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

Quality: 10,670 global accepts · Rating: 1400 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[turmax's solution](#)

**577.**

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1400 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[turmax's solution](#)

**578.**

2164C

[Dungeon](#) · [Tutorial](#)

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

[turmax's solution](#)

**579.**

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,215 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[turmax's solution](#)

**580.**

2127C

[Trip Shopping](#) · [Tutorial](#)

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

[turmax's solution](#)

**581.**

2111D

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

Quality: 11,988 global accepts · Rating: 1400 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[turmax's solution](#)

**582.**

2114E

[Kirei Attacks the Estate](#) · [Tutorial](#)

Quality: 14,003 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[turmax's solution](#)

**583.**

2114D

[Come a Little Closer](#) · [Tutorial](#)

Quality: 14,639 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[turmax's solution](#)

**584.**

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,827 global accepts · Rating: 1400 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[turmax's solution](#)

**585.**

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,271 global accepts · Rating: 1400 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, implementation  
[turmax's solution](#)

**586.**

2084C

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

Quality: 11,709 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation  
[turmax's solution](#)

**587.**

2066A

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

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive  
[turmax's solution](#)

**588.**

2028B

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

Quality: 13,289 global accepts · Rating: 1400 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math  
[turmax's solution](#)

**589.**

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,173 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings, two pointers  
[turmax's solution](#)

**590.**

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math  
[turmax's solution](#)

**591.**

1091C

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

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2024-10-05 · Python 3 (first AC) · Tags: math, number theory  
[turmax's solution](#)

**592.**

2000E

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

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

**593.**

1983C

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

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation  
[turmax's solution](#)

**594.**

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,375 global accepts · Rating: 1400 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[turmax's solution](#)

### 595.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,793 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[turmax's solution](#)

### 596.

1974C

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

Quality: 19,039 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures

[turmax's solution](#)

### 597.

1967B1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,054 global accepts · Rating: 1400 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[turmax's solution](#)

### 598.

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[turmax's solution](#)

### 599.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[turmax's solution](#)

### 600.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,453 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[turmax's solution](#)

### 601.

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,573 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[turmax's solution](#)

### 602.

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,567 global accepts · Rating: 1400 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms

[turmax's solution](#)

### 603.

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[turmax's solution](#)

### 604.

1887A1

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

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[turmax's solution](#)

**605.**

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  
[turmax's solution](#)

**606.**

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[turmax's solution](#)

**607.**

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,787 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings  
[turmax's solution](#)

**608.**

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,314 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees  
[turmax's solution](#)

**609.**

1824A

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

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[turmax's solution](#)

**610.**

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1400 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, geometry, math  
[turmax's solution](#)

**611.**

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms  
[turmax's solution](#)

**612.**

762A

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Quality: 25,794 global accepts · Rating: 1400 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
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**613.**

1772D

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Quality: 18,505 global accepts · Rating: 1400 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
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**614.**

1769B2

[Aesop's Fable](#) · [Tutorial](#)

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**615.**

1764C

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**616.**

1758C

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**617.**

1214A

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**618.**

1761C

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Quality: 10,727 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

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**619.**

1750C

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Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

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**620.**

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

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**621.**

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,143 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy, implementation

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**622.**

1696C

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Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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**623.**

1691C

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Quality: 17,221 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

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**624.**

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,471 global accepts · Rating: 1400 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[turmax's solution](#)

**625.**

1684C

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Quality: 13,269 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

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**626.**

1670C

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Quality: 10,992 global accepts · Rating: 1400 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[turmax's solution](#)

**627.**

1652C

[Alice and the Cake · Tutorial](#)

Rating: 1400 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[turmax's solution](#)

**628.**

1644C

[Increase Subarray Sums · Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[turmax's solution](#)

**629.**

1628A

[Meximum Array · Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[turmax's solution](#)

**630.**

1579D

[Productive Meeting · Tutorial](#)

Quality: 18,421 global accepts · Rating: 1400 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[turmax's solution](#)

**631.**

1548A

[Web of Lies · Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy

[turmax's solution](#)

**632.**

1551B2

[Wonderful Coloring - 2 · Tutorial](#)

Quality: 16,663 global accepts · Rating: 1400 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

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**633.**

1535C

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Quality: 17,723 global accepts · Rating: 1400 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[turmax's solution](#)

**634.**

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

[turmax's solution](#)

**635.**

1519C

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Quality: 22,460 global accepts · Rating: 1400 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[turmax's solution](#)

**636.**

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[turmax's solution](#)

**637.**

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,100 global accepts · Rating: 1400 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[turmax's solution](#)

**638.**

1506D

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Quality: 25,531 global accepts · Rating: 1400 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[turmax's solution](#)

**639.**

1494B

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Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation

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**640.**

1475C

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**641.**

1461B

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**642.**

1452B

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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

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**643.**

1421C

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**644.**

1427B

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**645.**

1408B

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Quality: 10,454 global accepts · Rating: 1400 · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
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**646.**

1380C

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**647.**

1380B

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**648.**

1375C

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Quality: 22,949 global accepts · Rating: 1400 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy  
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**649.**

1374D

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Quality: 31,084 global accepts · Rating: 1400 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings, two pointers  
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**650.**

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings, two pointers  
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**651.**

1370C

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**652.**

1001D

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**653.**

1001C

[Generate GHZ state](#) · [Tutorial](#)

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**654.**

1001B

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Quality: 721 global accepts · Rating: 1400 · first AC: 2020-06-10 · Q# (first AC) · Tags: \*special  
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**655.**

1365C

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structures, greedy, implementation

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**656.**

1363B

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**657.**

1354C1

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**658.**

1355D

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Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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**659.**

1351C

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Quality: 9,293 global accepts · Rating: 1400 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

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**660.**

1348B

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Quality: 27,485 global accepts · Rating: 1400 · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

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**661.**

1332B

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Quality: 18,953 global accepts · Rating: 1400 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

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**662.**

1324D

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Quality: 34,087 global accepts · Rating: 1400 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

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**663.**

1263C

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Quality: 14,663 global accepts · Rating: 1400 · first AC: 2020-01-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[turmax's solution](#)

**664.**

1263B

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Quality: 11,810 global accepts · Rating: 1400 · first AC: 2020-01-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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**665.**

1285C

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**666.**

1292A

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Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

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**667.**

1284B

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**668.**

1279C

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**669.**

1270C

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Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

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**670.**

1282B1

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**671.**

1266C

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**672.**

1276A

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**673.**

1253B

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**674.**

1245C

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**675.**

1215B

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Quality: 18,346 global accepts · Rating: 1400 · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation

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**676.**

1197C

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**677.**

1191C

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**678.**

1156A

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**679.**

1130C

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**680.**

1102B

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**681.**

1095C

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Quality: 19,585 global accepts · Rating: 1400 · first AC: 2018-12-30 · PyPy 3 (first AC) · Tags: bitmasks, greedy  
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**682.**

2183C

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**683.**

2183D1

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Quality: 8,851 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees  
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**684.**

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,739 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation  
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**685.**

2115A

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**686.**

2107C

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Quality: 12,095 global accepts · Rating: 1500 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[turmax's solution](#)

**687.**

2108C

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Quality: 14,685 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[turmax's solution](#)

**688.**

2093E

[Min Max MEX](#) · [Tutorial](#)

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**689.**

2077A

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**690.**

1924A

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Quality: 16,751 global accepts · Rating: 1500 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

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**691.**

2072E

[Do You Love Your Hero and His Two-Hit Multi-Target Attacks?](#) · [Tutorial](#)

Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math

[turmax's solution](#)

**692.**

2053C

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Quality: 12,331 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[turmax's solution](#)

**693.**

853A

[Planning](#) · [Tutorial](#)

Quality: 6,190 global accepts · Rating: 1500 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[turmax's solution](#)

**694.**

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,611 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[turmax's solution](#)

**695.**

1876B

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

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

[turmax's solution](#)

**696.**

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,796 global accepts · Rating: 1500 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation  
[turmax's solution](#)

**697.**

1817A

[Almost Increasing Subsequence](#) · [Tutorial](#)

Quality: 12,755 global accepts · Rating: 1500 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy  
[turmax's solution](#)

**698.**

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,371 global accepts · Rating: 1500 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp  
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**699.**

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,840 global accepts · Rating: 1500 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings  
[turmax's solution](#)

**700.**

1842C

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

Quality: 16,492 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp  
[turmax's solution](#)

**701.**

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  
[turmax's solution](#)

**702.**

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,551 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math  
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**703.**

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,755 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers  
[turmax's solution](#)

**704.**

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math  
[turmax's solution](#)

**705.**

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[turmax's solution](#)

**706.**

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[turmax's solution](#)

**707.**

1732D1

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Quality: 9,901 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, number theory  
[turmax's solution](#)

**708.**

1753A2

[Make Nonzero Sum \(hard version\)](#) · [Tutorial](#)

Quality: 11,606 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[turmax's solution](#)

**709.**

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1500 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math  
[turmax's solution](#)

**710.**

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math  
[turmax's solution](#)

**711.**

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  
[turmax's solution](#)

**712.**

1616C

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

Quality: 13,202 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, implementation, math  
[turmax's solution](#)

**713.**

1575J

[Jeopardy of Dropped Balls](#) · [Tutorial](#)

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dsu, implementation  
[turmax's solution](#)

**714.**

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,655 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation  
[turmax's solution](#)

**715.**

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,351 global accepts · Rating: 1500 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math  
[turmax's solution](#)

**716.**

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

[turmax's solution](#)

**717.**

1551C

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

Quality: 14,541 global accepts · Rating: 1500 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, strings

[turmax's solution](#)

**718.**

1538F

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

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, math, number theory

[turmax's solution](#)

**719.**

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

[turmax's solution](#)

**720.**

1506E

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

Quality: 14,194 global accepts · Rating: 1500 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[turmax's solution](#)

**721.**

1482B

[Restore Modulo](#) · [Tutorial](#)

Quality: 9,592 global accepts · Rating: 1500 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[turmax's solution](#)

**722.**

1487D

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

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[turmax's solution](#)

**723.**

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[turmax's solution](#)

**724.**

1466D

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

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees

[turmax's solution](#)

**725.**

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,432 global accepts · Rating: 1500 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[turmax's solution](#)

**726.**

1439A1

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

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[turmax's solution](#)

**727.**

1416A

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

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[turmax's solution](#)

**728.**

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,668 global accepts · Rating: 1500 · first AC: 2020-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics

[turmax's solution](#)

**729.**

1444A

[Division](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[turmax's solution](#)

**730.**

1408C

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

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[turmax's solution](#)

**731.**

1418C

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

Quality: 28,126 global accepts · Rating: 1500 · first AC: 2020-09-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[turmax's solution](#)

**732.**

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

[turmax's solution](#)

**733.**

1391C

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

Quality: 16,026 global accepts · Rating: 1500 · first AC: 2020-09-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math

[turmax's solution](#)

**734.**

1400C

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

Quality: 18,503 global accepts · Rating: 1500 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[turmax's solution](#)

**735.**

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,563 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, two pointers

[turmax's solution](#)

**736.**

1379B

[Dubious Crypto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[turmax's solution](#)

**737.**

1379A

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

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[turmax's solution](#)

**738.**

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,958 global accepts · Rating: 1500 · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[turmax's solution](#)

**739.**

1372C

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

Quality: 19,091 global accepts · Rating: 1500 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[turmax's solution](#)

**740.**

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[turmax's solution](#)

**741.**

1368B

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

Quality: 21,422 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[turmax's solution](#)

**742.**

1366C

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

Quality: 14,260 global accepts · Rating: 1500 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[turmax's solution](#)

**743.**

1340A

[Nastya and Strange Generator](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[turmax's solution](#)

**744.**

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,856 global accepts · Rating: 1500 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[turmax's solution](#)

**745.**

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[turmax's solution](#)

**746.**

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,154 global accepts · Rating: 1500 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[turmax's solution](#)

**747.**

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy

[turmax's solution](#)

**748.**

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, strings

[turmax's solution](#)

**749.**

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, ternary search

[turmax's solution](#)

**750.**

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,096 global accepts · Rating: 1500 · first AC: 2020-02-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[turmax's solution](#)

**751.**

1299A

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

Quality: 12,550 global accepts · Rating: 1500 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[turmax's solution](#)

**752.**

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,724 global accepts · Rating: 1500 · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[turmax's solution](#)

**753.**

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,004 global accepts · Rating: 1500 · first AC: 2020-01-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[turmax's solution](#)

**754.**

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1500 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[turmax's solution](#)

**755.**

1283C

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

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2019-12-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, math

[turmax's solution](#)

**756.**

1264A

[Beautiful Regional Contest](#) · [Tutorial](#)

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[turmax's solution](#)

**757.**

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,054 global accepts · Rating: 1500 · first AC: 2019-12-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math  
[turmax's solution](#)

**758.**

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,301 global accepts · Rating: 1500 · first AC: 2019-11-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, sortings  
[turmax's solution](#)

**759.**

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory  
[turmax's solution](#)

**760.**

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,936 global accepts · Rating: 1500 · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[turmax's solution](#)

**761.**

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2019-09-02 · Python 3 (first AC) · Tags: constructive algorithms, greedy, math  
[turmax's solution](#)

**762.**

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-08-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, two pointers  
[turmax's solution](#)

**763.**

1196D1

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

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2019-07-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[turmax's solution](#)

**764.**

1196C

[Robot Breakout](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2019-07-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[turmax's solution](#)

**765.**

1169B

[Pairs](#) · [Tutorial](#)

Quality: 10,732 global accepts · Rating: 1500 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation  
[turmax's solution](#)

**766.**

1062B

[Math](#) · [Tutorial](#)

Quality: 9,891 global accepts · Rating: 1500 · first AC: 2019-04-03 · GNU C++11 (first AC) · Tags: greedy, math, number theory  
[turmax's solution](#)

**767.**

1101C

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

Quality: 12,032 global accepts · Rating: 1500 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: sortings  
[turmax's solution](#)

**768.**

1102D

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

Quality: 8,561 global accepts · Rating: 1500 · first AC: 2019-01-09 · PyPy 3 (first AC) · Tags: greedy, strings  
[turmax's solution](#)

**769.**

1051C

[Vasya and Multisets](#) · [Tutorial](#)

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2018-09-20 · PyPy 3 (first AC) · Tags: brute force, dp, greedy, implementation, math  
[turmax's solution](#)

**770.**

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,801 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings  
[turmax's solution](#)

**771.**

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,442 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math  
[turmax's solution](#)

**772.**

2196B

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

Quality: 8,577 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers  
[turmax's solution](#)

**773.**

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,004 global accepts · Rating: 1600 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers  
[turmax's solution](#)

**774.**

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,551 global accepts · Rating: 1600 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, sortings  
[turmax's solution](#)

**775.**

2084D

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

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math  
[turmax's solution](#)

**776.**

2048D

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

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers  
[turmax's solution](#)

**777.**

2046B

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

Quality: 10,866 global accepts · Rating: 1600 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[turmax's solution](#)

**778.**

2028C

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

Quality: 9,978 global accepts · Rating: 1600 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[turmax's solution](#)

**779.**

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,615 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[turmax's solution](#)

**780.**

2004D

[Colored Portals](#) · [Tutorial](#)

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

[turmax's solution](#)

**781.**

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,004 global accepts · Rating: 1600 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[turmax's solution](#)

**782.**

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,934 global accepts · Rating: 1600 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[turmax's solution](#)

**783.**

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,930 global accepts · Rating: 1600 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[turmax's solution](#)

**784.**

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,386 global accepts · Rating: 1600 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[turmax's solution](#)

**785.**

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,791 global accepts · Rating: 1600 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, number theory

[turmax's solution](#)

**786.**

1801A

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

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[turmax's solution](#)

**787.**

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  
[turmax's solution](#)

**788.**

1798D

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

Quality: 14,075 global accepts · Rating: 1600 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[turmax's solution](#)

**789.**

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,051 global accepts · Rating: 1600 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, sortings

[turmax's solution](#)

**790.**

1781C

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

Quality: 10,457 global accepts · Rating: 1600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[turmax's solution](#)

**791.**

1775C

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

Quality: 14,205 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[turmax's solution](#)

**792.**

1753B

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

Quality: 14,994 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[turmax's solution](#)

**793.**

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,443 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[turmax's solution](#)

**794.**

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,471 global accepts · Rating: 1600 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[turmax's solution](#)

**795.**

1687A

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

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[turmax's solution](#)

**796.**

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

[turmax's solution](#)

**797.**

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, trees  
[turmax's solution](#)

**798.**

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,194 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, math  
[turmax's solution](#)

**799.**

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory  
[turmax's solution](#)

**800.**

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[turmax's solution](#)

**801.**

1593E

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

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees  
[turmax's solution](#)

**802.**

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  
[turmax's solution](#)

**803.**

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,154 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math  
[turmax's solution](#)

**804.**

1555D

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

Quality: 15,467 global accepts · Rating: 1600 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings  
[turmax's solution](#)

**805.**

1528A

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

Quality: 18,982 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  
[turmax's solution](#)

**806.**

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,976 global accepts · Rating: 1600 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: hashing, implementation, math  
[turmax's solution](#)

**807.**

446A

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

Quality: 13,530 global accepts · Rating: 1600 · first AC: 2021-05-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, two pointers  
[turmax's solution](#)

**808.**

1519D

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Quality: 17,630 global accepts · Rating: 1600 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, two pointers  
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**809.**

1511D

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Quality: 12,450 global accepts · Rating: 1600 · first AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings  
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1513C

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**811.**

1497C2

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**812.**

1482C

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1455D

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**819.**

1437D

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1423K

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**822.**

1398C

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**823.**

1389B

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1371D

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1373D

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**828.**

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1349A

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**888.**

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[turmax's solution](#)

**905.**

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[turmax's solution](#)

**906.**

1684D

[Traps](#) · [Tutorial](#)

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

[turmax's solution](#)

**907.**

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  
[turmax's solution](#)

**908.**

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,655 global accepts · Rating: 1700 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math  
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**909.**

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,714 global accepts · Rating: 1700 · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings  
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**910.**

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  
[turmax's solution](#)

**911.**

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,169 global accepts · Rating: 1700 · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings  
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**912.**

1579E2

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

Quality: 7,368 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy  
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**913.**

1579F

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

Quality: 5,363 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths  
[turmax's solution](#)

**914.**

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,797 global accepts · Rating: 1700 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, math  
[turmax's solution](#)

**915.**

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[turmax's solution](#)

**916.**

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy, implementation  
[turmax's solution](#)

**917.**

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,265 global accepts · Rating: 1700 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory  
[turmax's solution](#)

**918.**

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  
[turmax's solution](#)

**919.**

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  
[turmax's solution](#)

**920.**

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search  
[turmax's solution](#)

**921.**

1474C

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

Quality: 14,158 global accepts · Rating: 1700 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings  
[turmax's solution](#)

**922.**

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,542 global accepts · Rating: 1700 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[turmax's solution](#)

**923.**

1472E

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

Quality: 8,850 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  
[turmax's solution](#)

**924.**

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  
[turmax's solution](#)

**925.**

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,856 global accepts · Rating: 1700 · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy  
[turmax's solution](#)

**926.**

1413D

[Shurikens](#) · [Tutorial](#)

Quality: 6,916 global accepts · Rating: 1700 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation  
[turmax's solution](#)

**927.**

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,303 global accepts · Rating: 1700 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers  
[turmax's solution](#)

**928.**

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  
[turmax's solution](#)

**929.**

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,696 global accepts · Rating: 1700 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math  
[turmax's solution](#)

**930.**

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[turmax's solution](#)

**931.**

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers  
[turmax's solution](#)

**932.**

1381A2

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

Quality: 14,323 global accepts · Rating: 1700 · first AC: 2020-07-21 · last AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers  
[turmax's solution](#)

**933.**

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,656 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math  
[turmax's solution](#)

**934.**

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,816 global accepts · Rating: 1700 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths  
[turmax's solution](#)

**935.**

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,844 global accepts · Rating: 1700 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings  
[turmax's solution](#)

**936.**

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,297 global accepts · Rating: 1700 · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math  
[turmax's solution](#)

**937.**

1340B

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

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy  
[turmax's solution](#)

**938.**

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,538 global accepts · Rating: 1700 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, two pointers

[turmax's solution](#)

**939.**

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[turmax's solution](#)

**940.**

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,362 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[turmax's solution](#)

**941.**

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[turmax's solution](#)

**942.**

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[turmax's solution](#)

**943.**

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[turmax's solution](#)

**944.**

1324E

[Sleeping Schedule](#) · [Tutorial](#)

Quality: 17,009 global accepts · Rating: 1700 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[turmax's solution](#)

**945.**

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1700 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[turmax's solution](#)

**946.**

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[turmax's solution](#)

**947.**

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,008 global accepts · Rating: 1700 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[turmax's solution](#)

**948.**

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,877 global accepts · Rating: 1700 · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[turmax's solution](#)

**949.**

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[turmax's solution](#)

**950.**

1295B

[Infinite Prefixes](#) · [Tutorial](#)

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-30 · C++14 (GCC 6-32) (first AC) · Tags: math, strings

[turmax's solution](#)

**951.**

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,768 global accepts · Rating: 1700 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[turmax's solution](#)

**952.**

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation

[turmax's solution](#)

**953.**

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1700 · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[turmax's solution](#)

**954.**

1268A

[Long Beautiful Integer](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2019-12-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[turmax's solution](#)

**955.**

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[turmax's solution](#)

**956.**

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,248 global accepts · Rating: 1700 · first AC: 2019-11-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[turmax's solution](#)

**957.**

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2019-11-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[turmax's solution](#)

**958.**

1249E

[By Elevator or Stairs?](#) · [Tutorial](#)

Quality: 10,998 global accepts · Rating: 1700 · first AC: 2019-10-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, shortest paths  
[turmax's solution](#)

**959.**

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-10-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math  
[turmax's solution](#)

**960.**

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy  
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**961.**

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math  
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**962.**

1217C

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Quality: 7,856 global accepts · Rating: 1700 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force  
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**963.**

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,058 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[turmax's solution](#)

**964.**

1185C2

[Exam in BerSU \(hard version\)](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math  
[turmax's solution](#)

**965.**

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,568 global accepts · Rating: 1700 · first AC: 2019-06-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees  
[turmax's solution](#)

**966.**

1169C

[Increasing by Modulo](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy  
[turmax's solution](#)

**967.**

1114C

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

Quality: 7,888 global accepts · Rating: 1700 · first AC: 2019-03-31 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory  
[turmax's solution](#)

**968.**

1130D1

[Toy Train \(Simplified\)](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[turmax's solution](#)

**969.**

1118C

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

Quality: 6,101 global accepts · Rating: 1700 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[turmax's solution](#)

**970.**

1102E

[Monotonic Renumeration](#) · [Tutorial](#)

Quality: 6,920 global accepts · Rating: 1700 · first AC: 2019-01-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, sortings

[turmax's solution](#)

**971.**

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,474 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[turmax's solution](#)

**972.**

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,576 global accepts · Rating: 1700 · first AC: 2018-10-31 · PyPy 3 (first AC) · Tags: data structures, implementation, math

[turmax's solution](#)

**973.**

2211C2

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

Quality: 3,670 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, greedy

[turmax's solution](#)

**974.**

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[turmax's solution](#)

**975.**

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,285 global accepts · Rating: 1800 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[turmax's solution](#)

**976.**

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,963 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

[turmax's solution](#)

**977.**

2138C1

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

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-10-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[turmax's solution](#)

**978.**

2127D

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

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

graphs, trees

[turmax's solution](#)

**979.**

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[turmax's solution](#)

**980.**

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[turmax's solution](#)

**981.**

1047C

[Enlarge GCD](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: number theory

[turmax's solution](#)

**982.**

2093F

[Hackers and Neural Networks](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1800 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy

[turmax's solution](#)

**983.**

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[turmax's solution](#)

**984.**

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[turmax's solution](#)

**985.**

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[turmax's solution](#)

**986.**

853B

[Jury Meeting](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 1800 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[turmax's solution](#)

**987.**

2006B

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

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

[turmax's solution](#)

**988.**

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive

algorithms, dp, greedy, hashing, strings

[turmax's solution](#)

**989.**

1981C

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

Quality: 6,339 global accepts · Rating: 1800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[turmax's solution](#)

**990.**

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,317 global accepts · Rating: 1800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: dp

[turmax's solution](#)

**991.**

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,403 global accepts · Rating: 1800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[turmax's solution](#)

**992.**

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[turmax's solution](#)

**993.**

1907F

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

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[turmax's solution](#)

**994.**

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-04-13 · last AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[turmax's solution](#)

**995.**

1666C

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

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-04-13 · last AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry

[turmax's solution](#)

**996.**

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1800 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[turmax's solution](#)

**997.**

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,592 global accepts · Rating: 1800 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[turmax's solution](#)

**998.**

1872F

[Selling a Menagerie](#) · [Tutorial](#)

Quality: 7,534 global accepts · Rating: 1800 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs,

implementation, math

[turmax's solution](#)

**999.**

1852B

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

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[turmax's solution](#)

**1000.**

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1800 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

[turmax's solution](#)

**1001.**

1856E1

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

Quality: 6,440 global accepts · Rating: 1800 · first AC: 2023-08-07 · last AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[turmax's solution](#)

**1002.**

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,167 global accepts · Rating: 1800 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[turmax's solution](#)

**1003.**

1846F

[Rudolph and Mimic](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[turmax's solution](#)

**1004.**

1846E2

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

Quality: 8,507 global accepts · Rating: 1800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math

[turmax's solution](#)

**1005.**

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,009 global accepts · Rating: 1800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[turmax's solution](#)

**1006.**

1824B1

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

Quality: 6,007 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[turmax's solution](#)

**1007.**

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 8,998 global accepts · Rating: 1800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[turmax's solution](#)

**1008.**

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[turmax's solution](#)

### 1009.

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[turmax's solution](#)

### 1010.

1781D

[Many Perfect Squares](#) · [Tutorial](#)

Quality: 6,305 global accepts · Rating: 1800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[turmax's solution](#)

### 1011.

551B

[ZgukistringZ](#) · [Tutorial](#)

Quality: 4,062 global accepts · Rating: 1800 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[turmax's solution](#)

### 1012.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,471 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[turmax's solution](#)

### 1013.

351A

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

Quality: 3,097 global accepts · Rating: 1800 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[turmax's solution](#)

### 1014.

706D

[Vasiliy's Multiset](#) · [Tutorial](#)

Quality: 12,583 global accepts · Rating: 1800 · first AC: 2022-12-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, trees

[turmax's solution](#)

### 1015.

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2022-12-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[turmax's solution](#)

### 1016.

1769D1

[A,3D0C CT2D6BCaC I](#)

Quality: 421 global accepts · Rating: 1800 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: \*special, brute force, dp

[turmax's solution](#)

### 1017.

1758D

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

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[turmax's solution](#)

### 1018.

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive  
[turmax's solution](#)

### 1019.

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,903 global accepts · Rating: 1800 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy  
[turmax's solution](#)

### 1020.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory  
[turmax's solution](#)

### 1021.

1732C1

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

Quality: 7,569 global accepts · Rating: 1800 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, greedy, two pointers  
[turmax's solution](#)

### 1022.

1725H

[Hot Black Hot White](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[turmax's solution](#)

### 1023.

1725M

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

Quality: 4,389 global accepts · Rating: 1800 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths  
[turmax's solution](#)

### 1024.

1713D

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

Quality: 6,229 global accepts · Rating: 1800 · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities  
[turmax's solution](#)

### 1025.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings  
[turmax's solution](#)

### 1026.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1800 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers  
[turmax's solution](#)

### 1027.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings  
[turmax's solution](#)

### 1028.

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

[turmax's solution](#)

### 1029.

1575D

[Divisible by Twenty-Five](#) · [Tutorial](#)

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp

[turmax's solution](#)

### 1030.

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

[turmax's solution](#)

### 1031.

1560E

[Polycarp and String Transformation](#) · [Tutorial](#)

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, sortings, strings

[turmax's solution](#)

### 1032.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,588 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[turmax's solution](#)

### 1033.

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

[turmax's solution](#)

### 1034.

1548B

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

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

[turmax's solution](#)

### 1035.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,559 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[turmax's solution](#)

### 1036.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[turmax's solution](#)

### 1037.

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

[turmax's solution](#)

### 1038.

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

[turmax's solution](#)

### 1039.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[turmax's solution](#)

### 1040.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-05-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graph matchings, greedy

[turmax's solution](#)

### 1041.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,240 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[turmax's solution](#)

### 1042.

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

[turmax's solution](#)

### 1043.

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,189 global accepts · Rating: 1800 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[turmax's solution](#)

### 1044.

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

[turmax's solution](#)

### 1045.

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

[turmax's solution](#)

### 1046.

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

[turmax's solution](#)

### 1047.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,186 global accepts · Rating: 1800 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[turmax's solution](#)

### 1048.

1426E

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

Quality: 8,138 global accepts · Rating: 1800 · first AC: 2020-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

[turmax's solution](#)

### 1049.

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1800 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[turmax's solution](#)

### 1050.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,930 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[turmax's solution](#)

### 1051.

1394A

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

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[turmax's solution](#)

### 1052.

1398D

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

Quality: 12,540 global accepts · Rating: 1800 · first AC: 2020-08-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[turmax's solution](#)

### 1053.

1401D

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

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[turmax's solution](#)

### 1054.

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: \*special, data structures, dsu, implementation, math, sortings

[turmax's solution](#)

### 1055.

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-07-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, math, trees

[turmax's solution](#)

### 1056.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,564 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[turmax's solution](#)

### 1057.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: dp

[turmax's solution](#)

### 1058.

1367D

[Task On The Board](#) · [Tutorial](#)

Quality: 8,808 global accepts · Rating: 1800 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

implementation, sortings

[turmax's solution](#)

**1059.**

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, two pointers

[turmax's solution](#)

**1060.**

1338B

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

Quality: 9,521 global accepts · Rating: 1800 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[turmax's solution](#)

**1061.**

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, two pointers

[turmax's solution](#)

**1062.**

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, strings

[turmax's solution](#)

**1063.**

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[turmax's solution](#)

**1064.**

1062D

[Fun with Integers](#) · [Tutorial](#)

Quality: 4,170 global accepts · Rating: 1800 · first AC: 2020-03-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, math

[turmax's solution](#)

**1065.**

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1800 · first AC: 2020-03-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[turmax's solution](#)

**1066.**

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1800 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[turmax's solution](#)

**1067.**

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[turmax's solution](#)

**1068.**

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,754 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[turmax's solution](#)

### 1069.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,174 global accepts · Rating: 1800 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[turmax's solution](#)

### 1070.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[turmax's solution](#)

### 1071.

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, ternary search

[turmax's solution](#)

### 1072.

1296E1

[String Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2020-02-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[turmax's solution](#)

### 1073.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[turmax's solution](#)

### 1074.

1290B

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

Quality: 7,154 global accepts · Rating: 1800 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[turmax's solution](#)

### 1075.

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[turmax's solution](#)

### 1076.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,214 global accepts · Rating: 1800 · first AC: 2020-01-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[turmax's solution](#)

### 1077.

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 1800 · first AC: 2020-01-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[turmax's solution](#)

### 1078.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,468 global accepts · Rating: 1800 · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data

structures, dfs and similar, graphs, greedy, trees

[turmax's solution](#)

**1079.**

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[turmax's solution](#)

**1080.**

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,327 global accepts · Rating: 1800 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[turmax's solution](#)

**1081.**

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1800 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[turmax's solution](#)

**1082.**

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[turmax's solution](#)

**1083.**

1177B

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

Quality: 2,941 global accepts · Rating: 1800 · first AC: 2019-12-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, divide and conquer, implementation

[turmax's solution](#)

**1084.**

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,357 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[turmax's solution](#)

**1085.**

1249D1

[Too Many Segments \(easy version\)](#) · [Tutorial](#)

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2019-10-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[turmax's solution](#)

**1086.**

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,699 global accepts · Rating: 1800 · first AC: 2019-09-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[turmax's solution](#)

**1087.**

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,848 global accepts · Rating: 1800 · first AC: 2019-09-22 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[turmax's solution](#)

**1088.**

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,083 global accepts · Rating: 1800 · first AC: 2019-09-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[turmax's solution](#)

**1089.**

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2019-09-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[turmax's solution](#)

**1090.**

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,533 global accepts · Rating: 1800 · first AC: 2019-09-01 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees  
[turmax's solution](#)

**1091.**

1196E

[Connected Component on a Chessboard](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1800 · first AC: 2019-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation  
[turmax's solution](#)

**1092.**

1191D

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy  
[turmax's solution](#)

**1093.**

1156B

[Ugly Pairs](#) · [Tutorial](#)

Quality: 6,575 global accepts · Rating: 1800 · first AC: 2019-05-01 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings  
[turmax's solution](#)

**1094.**

1138B

[Circus](#) · [Tutorial](#)

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, strings  
[turmax's solution](#)

**1095.**

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,894 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math  
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**1096.**

2190B2

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

Quality: 3,179 global accepts · Rating: 1900 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings  
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**1097.**

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings  
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**1098.**

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, sortings  
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**1099.**

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,253 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math  
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**1100.**

2180C

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Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory  
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**1101.**

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,330 global accepts · Rating: 1900 · first AC: 2025-10-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers  
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**1102.**

2111E

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

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**1103.**

2093G

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

Quality: 3,805 global accepts · Rating: 1900 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers  
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**1104.**

2077B

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**1105.**

2073A

[Control Towers](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 1900 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**1106.**

2068F

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**1107.**

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 1900 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers  
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**1108.**

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation  
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**1109.**

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,514 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[turmax's solution](#)

**1110.**

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1900 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[turmax's solution](#)

**1111.**

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[turmax's solution](#)

**1112.**

2000F

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**1113.**

1980F1

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Quality: 4,391 global accepts · Rating: 1900 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, sortings

[turmax's solution](#)

**1114.**

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[turmax's solution](#)

**1115.**

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,706 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[turmax's solution](#)

**1116.**

1957D

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**1117.**

1899G

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[turmax's solution](#)

**1118.**

1898D

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Quality: 6,631 global accepts · Rating: 1900 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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**1119.**

1887B

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**1120.**

1887A2

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Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings  
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**1121.**

1801C

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**1122.**

1817B

[Fish Graph](#) · [Tutorial](#)

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**1123.**

1854A2

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**1124.**

1846G

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Quality: 5,663 global accepts · Rating: 1900 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths  
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**1125.**

1842D

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**1126.**

1819B

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**1127.**

1794D

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1784B

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Quality: 3,668 global accepts · Rating: 1900 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
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**1129.**

1697D

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Quality: 4,995 global accepts · Rating: 1900 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

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**1130.**

1029D

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Quality: 4,234 global accepts · Rating: 1900 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

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**1131.**

505C

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**1132.**

862C

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Quality: 4,506 global accepts · Rating: 1900 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

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**1133.**

722D

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[turmax's solution](#)

**1134.**

1747D

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**1135.**

1744E2

[Divisible Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 6,699 global accepts · Rating: 1900 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[turmax's solution](#)

**1136.**

1746D

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[turmax's solution](#)

**1137.**

20C

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**1138.**

1717D

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**1139.**

1704D

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Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

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**1140.**

1707B

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**1141.**

1696D

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**1142.**

1689D

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**1143.**

1677C

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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

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**1144.**

1656D

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Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[turmax's solution](#)

**1145.**

1644E

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**1146.**

1620E

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[turmax's solution](#)

**1147.**

1613D

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**1148.**

1601B

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Quality: 5,502 global accepts · Rating: 1900 · first AC: 2021-10-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp,

graphs, shortest paths, two pointers

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**1149.**

1593D2

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**1150.**

1569D

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**1151.**

1558B

[Up the Strip](#) · [Tutorial](#)

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**1152.**

1527B2

[Palindrome Game \(hard version\)](#) · [Tutorial](#)

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**1153.**

1482D

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**1154.**

1494C

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**1155.**

1479B1

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Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

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**1156.**

1477B

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

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**1157.**

1475F

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**1158.**

1475G

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**1159.**

1467C

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**1160.**

1470B

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**1161.**

1439A2

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**1162.**

1421D

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**1163.**

1436D

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Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees  
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**1164.**

1444B

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Quality: 6,773 global accepts · Rating: 1900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings  
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**1165.**

1413C

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Quality: 6,267 global accepts · Rating: 1900 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, implementation, sortings, two pointers  
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**1166.**

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  
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**1167.**

1430E

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Quality: 7,332 global accepts · Rating: 1900 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings  
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**1168.**

1423B

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Quality: 2,104 global accepts · Rating: 1900 · first AC: 2020-10-06 · last AC: 2020-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graph matchings, graphs

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### 1169.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

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1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,441 global accepts · Rating: 1900 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

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### 1171.

1313C2

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

Quality: 7,288 global accepts · Rating: 1900 · first AC: 2020-02-23 · last AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

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### 1172.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, sortings

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### 1173.

1371E1

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

Quality: 5,527 global accepts · Rating: 1900 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[turmax's solution](#)

### 1174.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,228 global accepts · Rating: 1900 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, trees

[turmax's solution](#)

### 1175.

1367E

[Necklace Assembly](#) · [Tutorial](#)

Quality: 5,840 global accepts · Rating: 1900 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory

[turmax's solution](#)

### 1176.

1365E

[Maximum Subsequence Value](#) · [Tutorial](#)

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

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### 1177.

1361B

[Johnny and Grandmaster](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[turmax's solution](#)

### 1178.

1360G

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Quality: 8,349 global accepts · Rating: 1900 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
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**1179.**

1358D

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Quality: 8,724 global accepts · Rating: 1900 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers  
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**1180.**

1354D

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Quality: 10,167 global accepts · Rating: 1900 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures  
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**1181.**

1353E

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Quality: 7,796 global accepts · Rating: 1900 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy  
[turmax's solution](#)

**1182.**

359C

[Prime Number](#) · [Tutorial](#)

Quality: 3,559 global accepts · Rating: 1900 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
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**1183.**

1305D

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Quality: 5,364 global accepts · Rating: 1900 · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees  
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**1184.**

1348D

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Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math  
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**1185.**

1342D

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Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers  
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**1186.**

1216E1

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**1187.**

1272E

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**1188.**

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,718 global accepts · Rating: 1900 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees  
[turmax's solution](#)

**1189.**

1311F

[Moving Points](#) · [Tutorial](#)

Quality: 4,842 global accepts · Rating: 1900 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation, sortings

[turmax's solution](#)

**1190.**

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-02-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[turmax's solution](#)

**1191.**

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[turmax's solution](#)

**1192.**

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,611 global accepts · Rating: 1900 · first AC: 2020-01-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[turmax's solution](#)

**1193.**

1294E

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

Quality: 5,179 global accepts · Rating: 1900 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[turmax's solution](#)

**1194.**

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,868 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[turmax's solution](#)

**1195.**

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,668 global accepts · Rating: 1900 · first AC: 2019-12-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[turmax's solution](#)

**1196.**

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[turmax's solution](#)

**1197.**

1228D

[Complete Tripartite](#) · [Tutorial](#)

Quality: 5,419 global accepts · Rating: 1900 · first AC: 2019-11-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation

[turmax's solution](#)

**1198.**

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,244 global accepts · Rating: 1900 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[turmax's solution](#)

**1199.**

1063C

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

Quality: 3,280 global accepts · Rating: 1900 · first AC: 2019-11-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

[turmax's solution](#)

**1200.**

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

Quality: 9,602 global accepts · Rating: 1900 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[turmax's solution](#)

**1201.**

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2019-10-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[turmax's solution](#)

**1202.**

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2019-10-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory

[turmax's solution](#)

**1203.**

1202D

[Print a 1337-string...](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-09-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[turmax's solution](#)

**1204.**

1184E1

[Daleks' Invasion \(easy\)](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 1900 · first AC: 2019-09-02 · C++14 (GCC 6-32) (first AC) · Tags: graphs, trees

[turmax's solution](#)

**1205.**

1213E

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

Quality: 5,467 global accepts · Rating: 1900 · first AC: 2019-09-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[turmax's solution](#)

**1206.**

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-08-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, interactive, math

[turmax's solution](#)

**1207.**

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[turmax's solution](#)

**1208.**

1169D

[Good Triple](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[turmax's solution](#)

**1209.**

2215B

[RRepppeettiitiiioonn](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2000 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, math, number theory

[turmax's solution](#)

### 1210.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,885 global accepts · Rating: 2000 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[turmax's solution](#)

### 1211.

2201C

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

Quality: 1,987 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy

[turmax's solution](#)

### 1212.

2196C2

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

Quality: 2,518 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[turmax's solution](#)

### 1213.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,519 global accepts · Rating: 2000 · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[turmax's solution](#)

### 1214.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,686 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

[turmax's solution](#)

### 1215.

2138C2

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

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-10-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[turmax's solution](#)

### 1216.

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,504 global accepts · Rating: 2000 · first AC: 2025-05-26 · last AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[turmax's solution](#)

### 1217.

2103D

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

Quality: 3,982 global accepts · Rating: 2000 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[turmax's solution](#)

### 1218.

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2000 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: hashing, implementation, math, strings

[turmax's solution](#)

**1219.**

2073J

[Gathering Sharks](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2000 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[turmax's solution](#)

**1220.**

164B

[Ancient Berland Hieroglyphs](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 2000 · first AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: two pointers  
[turmax's solution](#)

**1221.**

228C

[Fractal Detector](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2000 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, hashing  
[turmax's solution](#)

**1222.**

2068J

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

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy  
[turmax's solution](#)

**1223.**

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees  
[turmax's solution](#)

**1224.**

2048E

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

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy  
[turmax's solution](#)

**1225.**

2028D

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

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search  
[turmax's solution](#)

**1226.**

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,880 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings  
[turmax's solution](#)

**1227.**

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,893 global accepts · Rating: 2000 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings  
[turmax's solution](#)

**1228.**

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings  
[turmax's solution](#)

**1229.**

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[turmax's solution](#)

**1230.**

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths  
[turmax's solution](#)

**1231.**

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,562 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers  
[turmax's solution](#)

**1232.**

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,141 global accepts · Rating: 2000 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees  
[turmax's solution](#)

**1233.**

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,355 global accepts · Rating: 2000 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory  
[turmax's solution](#)

**1234.**

1889C1

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

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings  
[turmax's solution](#)

**1235.**

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation  
[turmax's solution](#)

**1236.**

1872G

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

Quality: 5,030 global accepts · Rating: 2000 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math  
[turmax's solution](#)

**1237.**

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,484 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  
[turmax's solution](#)

**1238.**

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers  
[turmax's solution](#)

**1239.**

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math  
[turmax's solution](#)

**1240.**

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  
[turmax's solution](#)

**1241.**

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,655 global accepts · Rating: 2000 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers  
[turmax's solution](#)

**1242.**

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,214 global accepts · Rating: 2000 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs  
[turmax's solution](#)

**1243.**

954G

[Castle Defense](#) · [Tutorial](#)

Quality: 2,400 global accepts · Rating: 2000 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, two pointers  
[turmax's solution](#)

**1244.**

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  
[turmax's solution](#)

**1245.**

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  
[turmax's solution](#)

**1246.**

1619G

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

Quality: 2,735 global accepts · Rating: 2000 · first AC: 2022-12-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings  
[turmax's solution](#)

**1247.**

1763C

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

Quality: 7,799 global accepts · Rating: 2000 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy  
[turmax's solution](#)

**1248.**

1772F

[Copy of a Copy of a Copy](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2000 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings  
[turmax's solution](#)

**1249.**

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math  
[turmax's solution](#)

**1250.**

1061D

[TV Shows](#) · [Tutorial](#)

Quality: 2,560 global accepts · Rating: 2000 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings  
[turmax's solution](#)

**1251.**

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities  
[turmax's solution](#)

**1252.**

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: math, two pointers  
[turmax's solution](#)

**1253.**

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy  
[turmax's solution](#)

**1254.**

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-09-13 · last AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, sortings  
[turmax's solution](#)

**1255.**

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees  
[turmax's solution](#)

**1256.**

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers  
[turmax's solution](#)

**1257.**

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,102 global accepts · Rating: 2000 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths  
[turmax's solution](#)

**1258.**

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math  
[turmax's solution](#)

**1259.**

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math  
[turmax's solution](#)

**1260.**

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 2000 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, sortings  
[turmax's solution](#)

**1261.**

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings, strings  
[turmax's solution](#)

**1262.**

1682D

[Circular Spanning Tree](#) · [Tutorial](#)

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, trees  
[turmax's solution](#)

**1263.**

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 2000 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory  
[turmax's solution](#)

**1264.**

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  
[turmax's solution](#)

**1265.**

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,734 global accepts · Rating: 2000 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation  
[turmax's solution](#)

**1266.**

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  
[turmax's solution](#)

**1267.**

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,733 global accepts · Rating: 2000 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings  
[turmax's solution](#)

**1268.**

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs  
[turmax's solution](#)

**1269.**

1584D

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

Quality: 3,991 global accepts · Rating: 2000 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, interactive, math

[turmax's solution](#)

**1270.**

1582E

[Pchelyonok and Segments](#) · [Tutorial](#)

Quality: 4,214 global accepts · Rating: 2000 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[turmax's solution](#)

**1271.**

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

[turmax's solution](#)

**1272.**

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[turmax's solution](#)

**1273.**

1558C

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

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[turmax's solution](#)

**1274.**

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp

[turmax's solution](#)

**1275.**

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 2000 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[turmax's solution](#)

**1276.**

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,814 global accepts · Rating: 2000 · first AC: 2021-05-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[turmax's solution](#)

**1277.**

446B

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

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2021-05-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy

[turmax's solution](#)

**1278.**

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 2000 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[turmax's solution](#)

**1279.**

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,700 global accepts · Rating: 2000 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

[turmax's solution](#)

**1280.**

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,833 global accepts · Rating: 2000 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[turmax's solution](#)

**1281.**

1487E

[Cheap Dinner](#) · [Tutorial](#)

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

[turmax's solution](#)

**1282.**

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

[turmax's solution](#)

**1283.**

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,055 global accepts · Rating: 2000 · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[turmax's solution](#)

**1284.**

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 2000 · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[turmax's solution](#)

**1285.**

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2000 · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[turmax's solution](#)

**1286.**

1427D

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

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[turmax's solution](#)

**1287.**

1427C

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

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dp

[turmax's solution](#)

**1288.**

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,673 global accepts · Rating: 2000 · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[turmax's solution](#)

**1289.**

1426F

[Number of Subsequences](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2000 · first AC: 2020-10-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, strings  
[turmax's solution](#)

**1290.**

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2020-09-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation  
[turmax's solution](#)

**1291.**

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-07-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees  
[turmax's solution](#)

**1292.**

1147C

[Thanos Nim](#) · [Tutorial](#)

Quality: 3,651 global accepts · Rating: 2000 · first AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: games  
[turmax's solution](#)

**1293.**

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,080 global accepts · Rating: 2000 · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers  
[turmax's solution](#)

**1294.**

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,036 global accepts · Rating: 2000 · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
[turmax's solution](#)

**1295.**

1380D

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

Quality: 5,005 global accepts · Rating: 2000 · first AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers  
[turmax's solution](#)

**1296.**

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,423 global accepts · Rating: 2000 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees  
[turmax's solution](#)

**1297.**

1370D

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

Quality: 10,926 global accepts · Rating: 2000 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation  
[turmax's solution](#)

**1298.**

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 2000 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[turmax's solution](#)

**1299.**

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,345 global accepts · Rating: 2000 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[turmax's solution](#)

**1300.**

933B

[A Determined Cleanup](#) · [Tutorial](#)

Quality: 2,054 global accepts · Rating: 2000 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: math

[turmax's solution](#)

**1301.**

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[turmax's solution](#)

**1302.**

1359E

[Modular Stability](#) · [Tutorial](#)

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[turmax's solution](#)

**1303.**

1359D

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

Quality: 10,730 global accepts · Rating: 2000 · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[turmax's solution](#)

**1304.**

1029F

[Multicolored Markers](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2000 · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[turmax's solution](#)

**1305.**

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, geometry, math

[turmax's solution](#)

**1306.**

1349C

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

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[turmax's solution](#)

**1307.**

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[turmax's solution](#)

**1308.**

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[turmax's solution](#)

**1309.**

842D

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

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[turmax's solution](#)

**1310.**

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,202 global accepts · Rating: 2000 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[turmax's solution](#)

**1311.**

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[turmax's solution](#)

**1312.**

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[turmax's solution](#)

**1313.**

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[turmax's solution](#)

**1314.**

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[turmax's solution](#)

**1315.**

1296E2

[String Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2020-02-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[turmax's solution](#)

**1316.**

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2020-01-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[turmax's solution](#)

**1317.**

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2020-01-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp

[turmax's solution](#)

**1318.**

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,431 global accepts · Rating: 2000 · first AC: 2019-12-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[turmax's solution](#)

**1319.**

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[turmax's solution](#)

**1320.**

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2019-11-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[turmax's solution](#)

**1321.**

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[turmax's solution](#)

**1322.**

1256F

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

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings, strings

[turmax's solution](#)

**1323.**

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,295 global accepts · Rating: 2000 · first AC: 2019-10-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[turmax's solution](#)

**1324.**

1229B

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[turmax's solution](#)

**1325.**

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2019-09-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[turmax's solution](#)

**1326.**

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-08-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[turmax's solution](#)

**1327.**

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,669 global accepts · Rating: 2000 · first AC: 2019-05-03 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[turmax's solution](#)

**1328.**

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[turmax's solution](#)

**1329.**

2135D1

[From the Unknown \(Easy Version\) · Tutorial](#)

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[turmax's solution](#)

**1330.**

2207E1

[N-MEX \(Constructive Version\) · Tutorial](#)

Quality: 1,661 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[turmax's solution](#)

**1331.**

2183E

[LCM is Legendary Counting Master · Tutorial](#)

Quality: 2,851 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[turmax's solution](#)

**1332.**

2183D2

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

Quality: 2,497 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[turmax's solution](#)

**1333.**

2161D

[Locked Out · Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[turmax's solution](#)

**1334.**

2159B

[Rectangles · Tutorial](#)

Quality: 2,309 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[turmax's solution](#)

**1335.**

2152E

[Monotone Subsequence · Tutorial](#)

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[turmax's solution](#)

**1336.**

2150C

[Limited Edition Shop · Tutorial](#)

Quality: 2,654 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[turmax's solution](#)

**1337.**

2127E

[Ancient Tree · Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[turmax's solution](#)

**1338.**

2115B

[Gellyfish and Camellia Japonica · Tutorial](#)

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[turmax's solution](#)

**1339.**

2107D

[Apple Tree Traversing](#) · [Tutorial](#)

Quality: 3,554 global accepts · Rating: 2100 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

[turmax's solution](#)

**1340.**

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, sortings

[turmax's solution](#)

**1341.**

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[turmax's solution](#)

**1342.**

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[turmax's solution](#)

**1343.**

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[turmax's solution](#)

**1344.**

853C

[Boredom](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2100 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[turmax's solution](#)

**1345.**

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,070 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[turmax's solution](#)

**1346.**

2000G

[Call During the Journey](#) · [Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[turmax's solution](#)

**1347.**

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[turmax's solution](#)

**1348.**

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[turmax's solution](#)

### 1349.

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[turmax's solution](#)

### 1350.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,567 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[turmax's solution](#)

### 1351.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[turmax's solution](#)

### 1352.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-04-13 · last AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[turmax's solution](#)

### 1353.

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

[turmax's solution](#)

### 1354.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[turmax's solution](#)

### 1355.

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

[turmax's solution](#)

### 1356.

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

[turmax's solution](#)

### 1357.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,706 global accepts · Rating: 2100 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings

[turmax's solution](#)

**1358.**

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,698 global accepts · Rating: 2100 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings  
[turmax's solution](#)

**1359.**

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  
[turmax's solution](#)

**1360.**

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings  
[turmax's solution](#)

**1361.**

748D

[Santa Claus and a Palindrome](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2100 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy  
[turmax's solution](#)

**1362.**

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2100 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees  
[turmax's solution](#)

**1363.**

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[turmax's solution](#)

**1364.**

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, two pointers  
[turmax's solution](#)

**1365.**

837E

[Vasya's Function](#) · [Tutorial](#)

Quality: 2,064 global accepts · Rating: 2100 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math  
[turmax's solution](#)

**1366.**

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math  
[turmax's solution](#)

**1367.**

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory  
[turmax's solution](#)

**1368.**

1204D2

[Kirk and a Binary String \(hard version\)](#) · [Tutorial](#)

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, strings  
[turmax's solution](#)

**1369.**

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers  
[turmax's solution](#)

**1370.**

852C

[Property](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2100 · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[turmax's solution](#)

**1371.**

1265E

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

Quality: 4,521 global accepts · Rating: 2100 · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math, probabilities  
[turmax's solution](#)

**1372.**

1725F

[Field Photography](#) · [Tutorial](#)

Quality: 1,143 global accepts · Rating: 2100 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, sortings  
[turmax's solution](#)

**1373.**

1650G

[Counting Shortcuts](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 2100 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths  
[turmax's solution](#)

**1374.**

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,627 global accepts · Rating: 2100 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers  
[turmax's solution](#)

**1375.**

1660F2

[Promising String \(hard version\)](#) · [Tutorial](#)

Quality: 3,145 global accepts · Rating: 2100 · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, strings  
[turmax's solution](#)

**1376.**

1652D

[Potion Brewing Class](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory, trees  
[turmax's solution](#)

**1377.**

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math  
[turmax's solution](#)

**1378.**

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  
[turmax's solution](#)

**1379.**

1575L

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

Quality: 1,707 global accepts · Rating: 2100 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, sortings  
[turmax's solution](#)

**1380.**

1560F2

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

Quality: 4,969 global accepts · Rating: 2100 · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy  
[turmax's solution](#)

**1381.**

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, trees, two pointers  
[turmax's solution](#)

**1382.**

1551D2

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

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math  
[turmax's solution](#)

**1383.**

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, implementation, matrices, strings  
[turmax's solution](#)

**1384.**

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, ternary search  
[turmax's solution](#)

**1385.**

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2021-05-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers  
[turmax's solution](#)

**1386.**

1511E

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

Quality: 2,895 global accepts · Rating: 2100 · first AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math  
[turmax's solution](#)

**1387.**

1482E

[Skyline Photo](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2100 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp  
[turmax's solution](#)

**1388.**

1499D

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

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory  
[turmax's solution](#)

**1389.**

1411D

[Grime Zoo](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2100 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, strings  
[turmax's solution](#)

**1390.**

1479B2

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

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation  
[turmax's solution](#)

**1391.**

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,116 global accepts · Rating: 2100 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, shortest paths  
[turmax's solution](#)

**1392.**

1433F

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

Quality: 6,747 global accepts · Rating: 2100 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[turmax's solution](#)

**1393.**

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  
[turmax's solution](#)

**1394.**

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  
[turmax's solution](#)

**1395.**

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  
[turmax's solution](#)

**1396.**

1420C2

[Pokémon Army \(hard version\)](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation  
[turmax's solution](#)

**1397.**

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,590 global accepts · Rating: 2100 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry  
[turmax's solution](#)

**1398.**

1413E

[Solo mid Oracle](#) · [Tutorial](#)

Quality: 2,181 global accepts · Rating: 2100 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, ternary search  
[turmax's solution](#)

**1399.**

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-09-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation  
[turmax's solution](#)

**1400.**

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,119 global accepts · Rating: 2100 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings  
[turmax's solution](#)

**1401.**

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math  
[turmax's solution](#)

**1402.**

1389D

[Segment Intersections](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math  
[turmax's solution](#)

**1403.**

1333D

[Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,130 global accepts · Rating: 2100 · first AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings  
[turmax's solution](#)

**1404.**

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,719 global accepts · Rating: 2100 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, greedy  
[turmax's solution](#)

**1405.**

1163D

[Mysterious Code](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2100 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings  
[turmax's solution](#)

**1406.**

1023E

[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, matrices  
[turmax's solution](#)

**1407.**

1039B

[Subway Pursuit](#) · [Tutorial](#)

Quality: 2,596 global accepts · Rating: 2100 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, probabilities  
[turmax's solution](#)

**1408.**

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[turmax's solution](#)

**1409.**

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[turmax's solution](#)

**1410.**

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[turmax's solution](#)

**1411.**

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[turmax's solution](#)

**1412.**

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,756 global accepts · Rating: 2100 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[turmax's solution](#)

**1413.**

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,413 global accepts · Rating: 2100 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive, math

[turmax's solution](#)

**1414.**

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[turmax's solution](#)

**1415.**

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2100 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[turmax's solution](#)

**1416.**

1355E

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

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[turmax's solution](#)

**1417.**

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,267 global accepts · Rating: 2100 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[turmax's solution](#)

**1418.**

1343E

[Weights Distributing](#) · [Tutorial](#)

Quality: 5,738 global accepts · Rating: 2100 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[turmax's solution](#)

**1419.**

1216F

[Wi-Fi](#) · [Tutorial](#)

Quality: 3,101 global accepts · Rating: 2100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[turmax's solution](#)

**1420.**

919E

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

Quality: 2,434 global accepts · Rating: 2100 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[turmax's solution](#)

**1421.**

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[turmax's solution](#)

**1422.**

1185G1

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

Quality: 3,198 global accepts · Rating: 2100 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[turmax's solution](#)

**1423.**

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,390 global accepts · Rating: 2100 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[turmax's solution](#)

**1424.**

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 2100 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[turmax's solution](#)

**1425.**

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2020-02-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

[turmax's solution](#)

**1426.**

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, greedy

[turmax's solution](#)

**1427.**

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[turmax's solution](#)

**1428.**

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2020-01-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[turmax's solution](#)

**1429.**

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2020-01-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, math

[turmax's solution](#)

**1430.**

1284D

[New Year and Conference](#) · [Tutorial](#)

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, sortings

[turmax's solution](#)

**1431.**

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,328 global accepts · Rating: 2100 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[turmax's solution](#)

**1432.**

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[turmax's solution](#)

**1433.**

1183F

[Topforces Strikes Back](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2100 · first AC: 2019-11-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings

[turmax's solution](#)

**1434.**

1223E

[Paint the Tree](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, trees

[turmax's solution](#)

**1435.**

1176F

[Destroy it!](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2019-09-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, sortings

[turmax's solution](#)

**1436.**

1185F

[Two Pizzas](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2019-09-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

[turmax's solution](#)

**1437.**

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 2100 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[turmax's solution](#)

**1438.**

1166E

[The LCMs Must be Large](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2019-09-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[turmax's solution](#)

**1439.**

1213F

[Unstable String Sort](#) · [Tutorial](#)

Quality: 3,020 global accepts · Rating: 2100 · first AC: 2019-09-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings

[turmax's solution](#)

**1440.**

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[turmax's solution](#)

**1441.**

2215C

[Oriented Journey](#) · [Tutorial](#)

Quality: 622 global accepts · Rating: 2200 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, communication, constructive algorithms, graphs, interactive, trees

[turmax's solution](#)

**1442.**

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,110 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[turmax's solution](#)

**1443.**

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees

[turmax's solution](#)

**1444.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,874 global accepts · Rating: 2200 · first AC: 2020-10-08 · last AC: 2025-08-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[turmax's solution](#)

**1445.**

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2200 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

[turmax's solution](#)

**1446.**

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[turmax's solution](#)

**1447.**

2108D

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

Quality: 2,418 global accepts · Rating: 2200 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, interactive

[turmax's solution](#)

**1448.**

2073G

[Corrupted File](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2200 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[turmax's solution](#)

**1449.**

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2200 · first AC: 2025-02-25 · last AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[turmax's solution](#)

**1450.**

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[turmax's solution](#)

**1451.**

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[turmax's solution](#)

**1452.**

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[turmax's solution](#)

**1453.**

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,507 global accepts · Rating: 2200 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[turmax's solution](#)

**1454.**

1967B2

[Reverse Card \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[turmax's solution](#)

**1455.**

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2200 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[turmax's solution](#)

**1456.**

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[turmax's solution](#)

**1457.**

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[turmax's solution](#)

**1458.**

1666I

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

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-13 · last AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[turmax's solution](#)

**1459.**

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-04-13 · last AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[turmax's solution](#)

**1460.**

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[turmax's solution](#)

**1461.**

1858D

[Trees and Segments](#) · [Tutorial](#)

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-23 · last AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[turmax's solution](#)

**1462.**

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[turmax's solution](#)

**1463.**

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,600 global accepts · Rating: 2200 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: dp

[turmax's solution](#)

**1464.**

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, ternary search

[turmax's solution](#)

**1465.**

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, trees

[turmax's solution](#)

**1466.**

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[turmax's solution](#)

**1467.**

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2200 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp

[turmax's solution](#)

**1468.**

1303E

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**1469.**

1777E

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**1470.**

903D

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**1471.**

1166D

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**1472.**

1763D

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**1473.**

1763E

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**1474.**

1772G

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**1475.**

1769D2

[A,3D00A CT2D6BCaC II](#)

Quality: 204 global accepts · Rating: 2200 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: \*special, brute force  
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**1476.**

1765F

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**1477.**

1765H

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906B

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**1479.**

1622E

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1741G

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550E

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**1482.**

1695D1

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1238E

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622E

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1272F

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946E

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**1487.**

1238F

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**1488.**

1717E

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1704E

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**1490.**

1670E

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**1491.**

1656E

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**1492.**

1657E

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**1493.**

1641C

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1635E

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894D

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1616E

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1615D

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1607G

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1607H

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1593G

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1575G

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1580C

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1579G

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**1505.**

1567E

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1556E

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**1507.**

1562D2

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**1508.**

1552F

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**1509.**

1551F

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**1510.**

1535E

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**1511.**

1526D

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**1512.**

402E

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**1513.**

1515E

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1485D

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**1515.**

1477C

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**1516.**

1474D

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**1517.**

1467D

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1470D

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**1519.**

1461E

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**1520.**

1437E

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**1521.**

1428E

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**1522.**

1398E

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**1523.**

1400E

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920G

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1389E

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**1527.**

1156D

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**1528.**

616E

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**1529.**

612E

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**1531.**

662B

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**1532.**

1373E

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**1533.**

1196F

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**1534.**

1155E

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**1535.**

1353F

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1305E

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839D

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**1538.**

1338C

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**1539.**

1336C

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**1540.**

1334E

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**1541.**

1335F

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1333F

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**1543.**

1216E2

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**1544.**

1034B

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**1545.**

1114E

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**1546.**

1328F

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**1547.**

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

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**1548.**

1311E

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Quality: 2,723 global accepts · Rating: 2200 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

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**1549.**

1154G

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**1550.**

1295E

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**1551.**

1110E

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Quality: 4,719 global accepts · Rating: 2200 · first AC: 2020-01-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings

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**1552.**

1175E

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**1553.**

1278E

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**1554.**

1283F

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Quality: 2,043 global accepts · Rating: 2200 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, trees

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**1555.**

1253E

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**1556.**

1249F

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1252E

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**1558.**

1156E

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Quality: 4,032 global accepts · Rating: 2200 · first AC: 2019-05-03 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

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**1559.**

2190C

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**1560.**

2187C

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Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

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**1561.**

2180E

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**1562.**

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

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**1563.**

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graph matchings, math

[turmax's solution](#)

**1564.**

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[turmax's solution](#)

**1565.**

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation

[turmax's solution](#)

**1566.**

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy

[turmax's solution](#)

**1567.**

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[turmax's solution](#)

**1568.**

2077C

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

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[turmax's solution](#)

**1569.**

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[turmax's solution](#)

**1570.**

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[turmax's solution](#)

**1571.**

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[turmax's solution](#)

**1572.**

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[turmax's solution](#)

**1573.**

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[turmax's solution](#)

**1574.**

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2300 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[turmax's solution](#)

**1575.**

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-06-03 · last AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[turmax's solution](#)

**1576.**

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[turmax's solution](#)

**1577.**

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  
[turmax's solution](#)

**1578.**

1919F1

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

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy  
[turmax's solution](#)

**1579.**

1916E

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees  
[turmax's solution](#)

**1580.**

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing  
[turmax's solution](#)

**1581.**

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory  
[turmax's solution](#)

**1582.**

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths  
[turmax's solution](#)

**1583.**

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2023-09-01 · last AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings  
[turmax's solution](#)

**1584.**

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2300 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers  
[turmax's solution](#)

**1585.**

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math  
[turmax's solution](#)

**1586.**

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,772 global accepts · Rating: 2300 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory  
[turmax's solution](#)

**1587.**

1824B2

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

Quality: 3,360 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[turmax's solution](#)

**1588.**

1805E

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

Quality: 1,913 global accepts · Rating: 2300 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[turmax's solution](#)

**1589.**

1798E

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

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[turmax's solution](#)

**1590.**

1790G

[Tokens on Graph](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[turmax's solution](#)

**1591.**

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[turmax's solution](#)

**1592.**

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, probabilities

[turmax's solution](#)

**1593.**

1781E

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

Quality: 1,433 global accepts · Rating: 2300 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, greedy, implementation, two pointers

[turmax's solution](#)

**1594.**

1769D3

[A, 3D Total CT2DôBCαC III](#)

Quality: 124 global accepts · Rating: 2300 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: \*special, brute force

[turmax's solution](#)

**1595.**

1748E

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

Quality: 2,666 global accepts · Rating: 2300 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[turmax's solution](#)

**1596.**

1046I

[Say Hello](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2300 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[turmax's solution](#)

**1597.**

1698E

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[turmax's solution](#)

### 1598.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[turmax's solution](#)

### 1599.

1706E

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

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[turmax's solution](#)

### 1600.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[turmax's solution](#)

### 1601.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: dp

[turmax's solution](#)

### 1602.

1652E

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

Rating: 2300 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, math

[turmax's solution](#)

### 1603.

254D

[Rats](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 2300 · first AC: 2022-01-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, shortest paths

[turmax's solution](#)

### 1604.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[turmax's solution](#)

### 1605.

1131E

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

Quality: 1,262 global accepts · Rating: 2300 · first AC: 2022-01-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings

[turmax's solution](#)

### 1606.

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

[turmax's solution](#)

### 1607.

1584E

[Game with Stones](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2300 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, games, greedy

[turmax's solution](#)

### 1608.

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[turmax's solution](#)

### 1609.

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

[turmax's solution](#)

### 1610.

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

[turmax's solution](#)

### 1611.

1096F

[Inversion Expectation](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[turmax's solution](#)

### 1612.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[turmax's solution](#)

### 1613.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[turmax's solution](#)

### 1614.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[turmax's solution](#)

### 1615.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[turmax's solution](#)

### 1616.

1004D

[Sonya and Matrix](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2300 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[turmax's solution](#)

**1617.**

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[turmax's solution](#)

**1618.**

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, sortings

[turmax's solution](#)

**1619.**

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[turmax's solution](#)

**1620.**

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[turmax's solution](#)

**1621.**

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[turmax's solution](#)

**1622.**

774E

[Big Number and Remainder](#) · [Tutorial](#)

Quality: 262 global accepts · Rating: 2300 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: \*special, math, number theory

[turmax's solution](#)

**1623.**

1379D

[New Passenger Trams](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: 2300 · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[turmax's solution](#)

**1624.**

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,701 global accepts · Rating: 2300 · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[turmax's solution](#)

**1625.**

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, trees

[turmax's solution](#)

**1626.**

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2300 · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation

[turmax's solution](#)

**1627.**

762D

[Maximum path](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation  
[turmax's solution](#)

**1628.**

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation, trees  
[turmax's solution](#)

**1629.**

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2020-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, number theory  
[turmax's solution](#)

**1630.**

306D

[Polygon](#) · [Tutorial](#)

Quality: 327 global accepts · Rating: 2300 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry  
[turmax's solution](#)

**1631.**

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings  
[turmax's solution](#)

**1632.**

364C

[Beautiful Set](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2300 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory  
[turmax's solution](#)

**1633.**

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,452 global accepts · Rating: 2300 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[turmax's solution](#)

**1634.**

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,162 global accepts · Rating: 2300 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math  
[turmax's solution](#)

**1635.**

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices  
[turmax's solution](#)

**1636.**

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math  
[turmax's solution](#)

**1637.**

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, probabilities

[turmax's solution](#)

**1638.**

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-01-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[turmax's solution](#)

**1639.**

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[turmax's solution](#)

**1640.**

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2300 · first AC: 2019-12-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, strings

[turmax's solution](#)

**1641.**

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2019-12-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[turmax's solution](#)

**1642.**

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2019-12-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[turmax's solution](#)

**1643.**

1236D

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

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2019-12-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[turmax's solution](#)

**1644.**

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[turmax's solution](#)

**1645.**

1245E

[Hyakugoku and Ladders](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2300 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities, shortest paths

[turmax's solution](#)

**1646.**

1244F

[Chips](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2300 · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[turmax's solution](#)

**1647.**

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy  
[turmax's solution](#)

### 1648.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,328 global accepts · Rating: 2300 · first AC: 2019-09-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices, number theory  
[turmax's solution](#)

### 1649.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,069 global accepts · Rating: 2300 · first AC: 2019-08-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory  
[turmax's solution](#)

### 1650.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-08-03 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[turmax's solution](#)

### 1651.

1191E

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

Rating: 2300 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy  
[turmax's solution](#)

### 1652.

2211F

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

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math  
[turmax's solution](#)

### 1653.

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math  
[turmax's solution](#)

### 1654.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,291 global accepts · Rating: 2400 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search  
[turmax's solution](#)

### 1655.

2161E

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

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math  
[turmax's solution](#)

### 1656.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths  
[turmax's solution](#)

### 1657.

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms,

greedy, math

[turmax's solution](#)

**1658.**

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[turmax's solution](#)

**1659.**

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[turmax's solution](#)

**1660.**

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[turmax's solution](#)

**1661.**

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2400 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[turmax's solution](#)

**1662.**

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,502 global accepts · Rating: 2400 · first AC: 2025-03-20 · last AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[turmax's solution](#)

**1663.**

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math, matrices

[turmax's solution](#)

**1664.**

2073D

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2400 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[turmax's solution](#)

**1665.**

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[turmax's solution](#)

**1666.**

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[turmax's solution](#)

**1667.**

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data

structures, greedy, implementation, math

[turmax's solution](#)

**1668.**

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[turmax's solution](#)

**1669.**

853D

[Michael and Charging Stations](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2400 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[turmax's solution](#)

**1670.**

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[turmax's solution](#)

**1671.**

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[turmax's solution](#)

**1672.**

1980F2

[Field Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

[turmax's solution](#)

**1673.**

1981D

[Turtle and Multiplication](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2400 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[turmax's solution](#)

**1674.**

1973D

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

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math

[turmax's solution](#)

**1675.**

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2024-04-29 · last AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[turmax's solution](#)

**1676.**

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[turmax's solution](#)

**1677.**

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · last AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures,

graphs, greedy, implementation, shortest paths, sortings

[turmax's solution](#)

**1678.**

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, games, greedy, interactive

[turmax's solution](#)

**1679.**

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[turmax's solution](#)

**1680.**

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[turmax's solution](#)

**1681.**

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[turmax's solution](#)

**1682.**

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[turmax's solution](#)

**1683.**

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[turmax's solution](#)

**1684.**

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[turmax's solution](#)

**1685.**

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[turmax's solution](#)

**1686.**

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[turmax's solution](#)

**1687.**

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[turmax's solution](#)

### 1688.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-26 · last AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[turmax's solution](#)

### 1689.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[turmax's solution](#)

### 1690.

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

[turmax's solution](#)

### 1691.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[turmax's solution](#)

### 1692.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[turmax's solution](#)

### 1693.

1784D

[Wooden Spoon](#) · [Tutorial](#)

Quality: 1,310 global accepts · Rating: 2400 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[turmax's solution](#)

### 1694.

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-01-26 · last AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[turmax's solution](#)

### 1695.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2023-01-26 · last AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[turmax's solution](#)

### 1696.

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

[turmax's solution](#)

**1697.**

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[turmax's solution](#)

**1698.**

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[turmax's solution](#)

**1699.**

1004E

[Sonya and Ice Cream](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2400 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, trees

[turmax's solution](#)

**1700.**

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[turmax's solution](#)

**1701.**

567F

[Mausoleum](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2400 · first AC: 2022-12-25 · C++20 (GCC 11-64) (first AC) · Tags: dp

[turmax's solution](#)

**1702.**

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2022-12-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[turmax's solution](#)

**1703.**

525D

[Arthur and Walls](#) · [Tutorial](#)

Quality: 1,999 global accepts · Rating: 2400 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, shortest paths

[turmax's solution](#)

**1704.**

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[turmax's solution](#)

**1705.**

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[turmax's solution](#)

**1706.**

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[turmax's solution](#)

**1707.**

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[turmax's solution](#)**1708.**

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[turmax's solution](#)**1709.**

633E

[Startup Funding](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2400 · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, probabilities, two pointers

[turmax's solution](#)**1710.**

837F

[Prefix Sums](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2400 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, matrices

[turmax's solution](#)**1711.**

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[turmax's solution](#)**1712.**

1732D2

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

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory

[turmax's solution](#)**1713.**

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[turmax's solution](#)**1714.**

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[turmax's solution](#)**1715.**

856C

[Eleventh Birthday](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2400 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[turmax's solution](#)**1716.**

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, implementation

[turmax's solution](#)

**1717.**

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[turmax's solution](#)

**1718.**

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2400 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[turmax's solution](#)

**1719.**

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[turmax's solution](#)

**1720.**

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[turmax's solution](#)

**1721.**

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[turmax's solution](#)

**1722.**

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2400 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[turmax's solution](#)

**1723.**

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[turmax's solution](#)

**1724.**

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,181 global accepts · Rating: 2400 · first AC: 2022-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[turmax's solution](#)

**1725.**

51E

[Pentagon](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2400 · first AC: 2022-02-05 · last AC: 2022-02-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, graphs, matrices

[turmax's solution](#)

**1726.**

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide

and conquer, number theory, trees

[turmax's solution](#)

**1727.**

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[turmax's solution](#)

**1728.**

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[turmax's solution](#)

**1729.**

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2021-12-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[turmax's solution](#)

**1730.**

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,096 global accepts · Rating: 2400 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[turmax's solution](#)

**1731.**

1526E

[Oolimry and Suffix Array](#) · [Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[turmax's solution](#)

**1732.**

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[turmax's solution](#)

**1733.**

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,931 global accepts · Rating: 2400 · first AC: 2021-05-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[turmax's solution](#)

**1734.**

1482F

[Useful Edges](#) · [Tutorial](#)

Quality: 1,761 global accepts · Rating: 2400 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[turmax's solution](#)

**1735.**

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, strings

[turmax's solution](#)

**1736.**

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, sortings

[turmax's solution](#)

**1737.**

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,737 global accepts · Rating: 2400 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[turmax's solution](#)

**1738.**

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, fft

[turmax's solution](#)

**1739.**

1038E

[Maximum Matching](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2400 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[turmax's solution](#)

**1740.**

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[turmax's solution](#)

**1741.**

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2020-11-30 · last AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

[turmax's solution](#)

**1742.**

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,672 global accepts · Rating: 2400 · first AC: 2020-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[turmax's solution](#)

**1743.**

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, interactive

[turmax's solution](#)

**1744.**

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[turmax's solution](#)

**1745.**

1147D

[Palindrome XOR](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[turmax's solution](#)

**1746.**

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[turmax's solution](#)

**1747.**

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[turmax's solution](#)

**1748.**

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2020-08-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, sortings

[turmax's solution](#)

**1749.**

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-08-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures

[turmax's solution](#)

**1750.**

922F

[Divisibility](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2400 · first AC: 2020-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[turmax's solution](#)

**1751.**

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: fft, geometry, number theory

[turmax's solution](#)

**1752.**

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,304 global accepts · Rating: 2400 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[turmax's solution](#)

**1753.**

1036F

[Relatively Prime Powers](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[turmax's solution](#)

**1754.**

1374F

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

Quality: 1,398 global accepts · Rating: 2400 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[turmax's solution](#)

**1755.**

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[turmax's solution](#)

**1756.**

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[turmax's solution](#)

### 1757.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[turmax's solution](#)

### 1758.

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[turmax's solution](#)

### 1759.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[turmax's solution](#)

### 1760.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,827 global accepts · Rating: 2400 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices

[turmax's solution](#)

### 1761.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[turmax's solution](#)

### 1762.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2400 · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[turmax's solution](#)

### 1763.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2400 · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[turmax's solution](#)

### 1764.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2400 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[turmax's solution](#)

### 1765.

1227F2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2020-01-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[turmax's solution](#)

### 1766.

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[turmax's solution](#)

### 1767.

1282E

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

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2019-12-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs

[turmax's solution](#)

### 1768.

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[turmax's solution](#)

### 1769.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2019-11-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[turmax's solution](#)

### 1770.

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[turmax's solution](#)

### 1771.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[turmax's solution](#)

### 1772.

1186F

[Vus the Cossack and a Graph](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2400 · first AC: 2019-09-02 · last AC: 2019-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation

[turmax's solution](#)

### 1773.

2211E

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

Quality: 855 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[turmax's solution](#)

### 1774.

2135D2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Quality: 990 global accepts · Rating: 2500 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[turmax's solution](#)

### 1775.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[turmax's solution](#)

### 1776.

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 784 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation  
[turmax's solution](#)

### 1777.

2196D

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

Quality: 993 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings  
[turmax's solution](#)

### 1778.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees  
[turmax's solution](#)

### 1779.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy  
[turmax's solution](#)

### 1780.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2500 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers  
[turmax's solution](#)

### 1781.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy  
[turmax's solution](#)

### 1782.

2101D

[Mani and Segments](#) · [Tutorial](#)

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers  
[turmax's solution](#)

### 1783.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees  
[turmax's solution](#)

### 1784.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy  
[turmax's solution](#)

### 1785.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees  
[turmax's solution](#)

### 1786.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[turmax's solution](#)

### 1787.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[turmax's solution](#)

### 1788.

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, sortings

[turmax's solution](#)

### 1789.

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[turmax's solution](#)

### 1790.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[turmax's solution](#)

### 1791.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[turmax's solution](#)

### 1792.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-04-13 · last AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[turmax's solution](#)

### 1793.

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

[turmax's solution](#)

### 1794.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[turmax's solution](#)

### 1795.

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[turmax's solution](#)

### 1796.

1836D

[Lottery](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[turmax's solution](#)

**1797.**

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[turmax's solution](#)

**1798.**

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math

[turmax's solution](#)

**1799.**

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[turmax's solution](#)

**1800.**

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[turmax's solution](#)

**1801.**

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,686 global accepts · Rating: 2500 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[turmax's solution](#)

**1802.**

1798F

[Gifts from Grandfather Ahmed](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2500 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[turmax's solution](#)

**1803.**

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[turmax's solution](#)

**1804.**

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, interactive, sortings

[turmax's solution](#)

**1805.**

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: games, geometry, greedy, interactive

[turmax's solution](#)

**1806.**

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,156 global accepts · Rating: 2500 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[turmax's solution](#)

**1807.**

924D

[Contact ATC](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[turmax's solution](#)**1808.**

852A

[Digits](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 2500 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[turmax's solution](#)**1809.**

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[turmax's solution](#)**1810.**

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[turmax's solution](#)**1811.**

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[turmax's solution](#)**1812.**

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[turmax's solution](#)**1813.**

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[turmax's solution](#)**1814.**

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[turmax's solution](#)**1815.**

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[turmax's solution](#)**1816.**

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft

[turmax's solution](#)

**1817.**

1175F

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

Quality: 2,664 global accepts · Rating: 2500 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[turmax's solution](#)

**1818.**

1186E

[Vus the Cossack and a Field](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, implementation, math

[turmax's solution](#)

**1819.**

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,689 global accepts · Rating: 2500 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[turmax's solution](#)

**1820.**

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2500 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[turmax's solution](#)

**1821.**

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[turmax's solution](#)

**1822.**

930D

[Game with Tokens](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2500 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, games, implementation

[turmax's solution](#)

**1823.**

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[turmax's solution](#)

**1824.**

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2500 · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[turmax's solution](#)

**1825.**

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 2500 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees

[turmax's solution](#)

**1826.**

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, dsu, graphs

[turmax's solution](#)

**1827.**

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2500 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu  
[turmax's solution](#)

**1828.**

1725J

[Journey](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2500 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees  
[turmax's solution](#)

**1829.**

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees  
[turmax's solution](#)

**1830.**

1468I

[Plane Tiling](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math  
[turmax's solution](#)

**1831.**

1717F

[Madoka and The First Session](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2500 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, graphs, implementation  
[turmax's solution](#)

**1832.**

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers  
[turmax's solution](#)

**1833.**

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp  
[turmax's solution](#)

**1834.**

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory  
[turmax's solution](#)

**1835.**

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math  
[turmax's solution](#)

**1836.**

1709F

[Multiset of Strings](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees  
[turmax's solution](#)

**1837.**

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[turmax's solution](#)

**1838.**

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[turmax's solution](#)

**1839.**

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[turmax's solution](#)

**1840.**

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[turmax's solution](#)

**1841.**

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[turmax's solution](#)

**1842.**

813F

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

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2022-02-02 · last AC: 2022-02-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs

[turmax's solution](#)

**1843.**

435E

[Special Graph](#) · [Tutorial](#)

Quality: 259 global accepts · Rating: 2500 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[turmax's solution](#)

**1844.**

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,009 global accepts · Rating: 2500 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[turmax's solution](#)

**1845.**

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

[turmax's solution](#)

**1846.**

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2500 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[turmax's solution](#)

**1847.**

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities  
[turmax's solution](#)

**1848.**

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers  
[turmax's solution](#)

**1849.**

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,297 global accepts · Rating: 2500 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees  
[turmax's solution](#)

**1850.**

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math  
[turmax's solution](#)

**1851.**

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  
[turmax's solution](#)

**1852.**

1497E2

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

Quality: 1,914 global accepts · Rating: 2500 · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers  
[turmax's solution](#)

**1853.**

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp  
[turmax's solution](#)

**1854.**

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers  
[turmax's solution](#)

**1855.**

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2500 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings  
[turmax's solution](#)

**1856.**

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  
[turmax's solution](#)

**1857.**

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms  
[turmax's solution](#)

**1858.**

954H

[Path Counting](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp  
[turmax's solution](#)

**1859.**

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[turmax's solution](#)

**1860.**

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2021-01-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, trees  
[turmax's solution](#)

**1861.**

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  
[turmax's solution](#)

**1862.**

1471E

[Strange Shuffle](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive  
[turmax's solution](#)

**1863.**

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers  
[turmax's solution](#)

**1864.**

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  
[turmax's solution](#)

**1865.**

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory  
[turmax's solution](#)

**1866.**

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees  
[turmax's solution](#)

**1867.**

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[turmax's solution](#)

**1868.**

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2500 · first AC: 2020-09-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[turmax's solution](#)

**1869.**

995D

[Game](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2500 · first AC: 2020-09-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[turmax's solution](#)

**1870.**

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2020-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[turmax's solution](#)

**1871.**

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[turmax's solution](#)

**1872.**

710D

[Two Arithmetic Progressions](#) · [Tutorial](#)

Quality: 1,844 global accepts · Rating: 2500 · first AC: 2020-07-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[turmax's solution](#)

**1873.**

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[turmax's solution](#)

**1874.**

1374E2

[Reading Books \(hard version\)](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, ternary search, two pointers

[turmax's solution](#)

**1875.**

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[turmax's solution](#)

**1876.**

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[turmax's solution](#)

**1877.**

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[turmax's solution](#)

**1878.**

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[turmax's solution](#)

**1879.**

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[turmax's solution](#)

**1880.**

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[turmax's solution](#)

**1881.**

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[turmax's solution](#)

**1882.**

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: games, two pointers

[turmax's solution](#)

**1883.**

1041F

[Ray in the tube](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2500 · first AC: 2018-09-20 · PyPy 3 (first AC) · Tags: data structures, divide and conquer, dp, math

[turmax's solution](#)

**1884.**

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[turmax's solution](#)

**1885.**

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[turmax's solution](#)

**1886.**

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[turmax's solution](#)

**1887.**

2138D

[Antiamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-10-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[turmax's solution](#)

**1888.**

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[turmax's solution](#)

**1889.**

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[turmax's solution](#)

**1890.**

2107E

[Ain and Apple Tree](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees

[turmax's solution](#)

**1891.**

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees

[turmax's solution](#)

**1892.**

2103F

[Maximize Nor](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2600 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, implementation, sortings

[turmax's solution](#)

**1893.**

2103E

[Keep the Sum](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2600 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, two pointers

[turmax's solution](#)

**1894.**

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[turmax's solution](#)

**1895.**

2064F

[We Be Summing](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 2600 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, two pointers

[turmax's solution](#)

**1896.**

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[turmax's solution](#)

**1897.**

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[turmax's solution](#)

**1898.**

2004F

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

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[turmax's solution](#)

**1899.**

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[turmax's solution](#)

**1900.**

1957F1

[Frequency Mismatch \(Easy Version\)](#) · [Tutorial](#)

Quality: 664 global accepts · Rating: 2600 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, hashing, probabilities, trees

[turmax's solution](#)

**1901.**

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[turmax's solution](#)

**1902.**

1919E

[Counting Prefixes](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[turmax's solution](#)

**1903.**

1889C2

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

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[turmax's solution](#)

**1904.**

1893D

[Colorful Constructive](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[turmax's solution](#)

**1905.**

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[turmax's solution](#)

**1906.**

755F

[PolandBall and Gifts](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

[turmax's solution](#)

### 1907.

1863F

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

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[turmax's solution](#)

### 1908.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, interactive, trees

[turmax's solution](#)

### 1909.

1836E

[Twin Clusters](#) · [Tutorial](#)

Rating: 2600 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, meet-in-the-middle, probabilities

[turmax's solution](#)

### 1910.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[turmax's solution](#)

### 1911.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[turmax's solution](#)

### 1912.

360D

[Levko and Sets](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2600 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[turmax's solution](#)

### 1913.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2023-04-02 · last AC: 2023-04-05 · PyPy 3-64 (first AC) · Tags: binary search, brute force, implementation, math, sortings

[turmax's solution](#)

### 1914.

1793F

[Rebreeding](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-02-12 · last AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[turmax's solution](#)

### 1915.

883B

[Berland Army](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2600 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[turmax's solution](#)

### 1916.

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[turmax's solution](#)

## 1917.

1765C

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

Quality: 554 global accepts · Rating: 2600 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities  
[turmax's solution](#)

## 1918.

1700E

### [Serega the Pirate](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2600 · first AC: 2022-06-21 · last AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms  
[turmax's solution](#)

## 1919.

1070L

### [Odd Federalization](#) · [Tutorial](#)

Quality: 381 global accepts · Rating: 2600 · first AC: 2022-11-22 · last AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[turmax's solution](#)

## 1920.

1536F

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

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...  
[turmax's solution](#)

## 1921.

1740F

### [Conditional Mix](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2600 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math  
[turmax's solution](#)

## 1922.

1495D

### [BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees  
[turmax's solution](#)

## 1923.

763C

### [Timofey and remodeling](#) · [Tutorial](#)

Quality: 781 global accepts · Rating: 2600 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory  
[turmax's solution](#)

## 1924.

925D

### [Aztec Catacombs](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2600 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[turmax's solution](#)

## 1925.

1237F

### [Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp  
[turmax's solution](#)

## 1926.

1704F

### [Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games  
[turmax's solution](#)

**1927.**

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[turmax's solution](#)

**1928.**

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[turmax's solution](#)

**1929.**

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, two pointers

[turmax's solution](#)

**1930.**

1679F

[Formalism for Formalism](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2600 · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[turmax's solution](#)

**1931.**

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[turmax's solution](#)

**1932.**

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[turmax's solution](#)

**1933.**

40D

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

Quality: 170 global accepts · Rating: 2600 · first AC: 2022-02-03 · PyPy 3-64 (first AC) · Tags: math

[turmax's solution](#)

**1934.**

91D

[Grocer's Problem](#) · [Tutorial](#)

Quality: 297 global accepts · Rating: 2600 · first AC: 2022-02-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[turmax's solution](#)

**1935.**

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: interactive, math, number theory

[turmax's solution](#)

**1936.**

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 830 global accepts · Rating: 2600 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, fft

[turmax's solution](#)

**1937.**

1584F

[Strange LCS](#) · [Tutorial](#)

Quality: 1,116 global accepts · Rating: 2600 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, strings  
[turmax's solution](#)

### 1938.

1582G

[Kuzya and Homework](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2600 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory  
[turmax's solution](#)

### 1939.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings  
[turmax's solution](#)

### 1940.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,134 global accepts · Rating: 2600 · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures  
[turmax's solution](#)

### 1941.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, math, number theory  
[turmax's solution](#)

### 1942.

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  
[turmax's solution](#)

### 1943.

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, probabilities  
[turmax's solution](#)

### 1944.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2020-12-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings  
[turmax's solution](#)

### 1945.

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2020-12-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy  
[turmax's solution](#)

### 1946.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs  
[turmax's solution](#)

### 1947.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[turmax's solution](#)

**1948.**

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2020-10-27 · last AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[turmax's solution](#)

**1949.**

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[turmax's solution](#)

**1950.**

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math

[turmax's solution](#)

**1951.**

1423L

[Light switches](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 2600 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: meet-in-the-middle

[turmax's solution](#)

**1952.**

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2600 · first AC: 2020-09-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[turmax's solution](#)

**1953.**

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search

[turmax's solution](#)

**1954.**

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[turmax's solution](#)

**1955.**

1027G

[X-mouse in the Campus](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2600 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory

[turmax's solution](#)

**1956.**

1389F

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

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graph matchings, sortings

[turmax's solution](#)

**1957.**

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices

[turmax's solution](#)

### 1958.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[turmax's solution](#)

### 1959.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy

[turmax's solution](#)

### 1960.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation, interactive, math

[turmax's solution](#)

### 1961.

1363F

[Rotating Substrings](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[turmax's solution](#)

### 1962.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2600 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, probabilities

[turmax's solution](#)

### 1963.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[turmax's solution](#)

### 1964.

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[turmax's solution](#)

### 1965.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,940 global accepts · Rating: 2600 · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[turmax's solution](#)

### 1966.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[turmax's solution](#)

### 1967.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[turmax's solution](#)

## 1968.

1270F

[Awesome Substrings](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[turmax's solution](#)

## 1969.

2215E

[Star Map](#) · [Tutorial](#)

Quality: 162 global accepts · Rating: 2700 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, geometry, greedy, sortings

[turmax's solution](#)

## 1970.

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[turmax's solution](#)

## 1971.

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

[turmax's solution](#)

## 1972.

1047E

[Region Separation](#) · [Tutorial](#)

Rating: 2700 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory, trees

[turmax's solution](#)

## 1973.

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[turmax's solution](#)

## 1974.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[turmax's solution](#)

## 1975.

2073H

[Secret Lilies and Roses](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2700 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive

[turmax's solution](#)

## 1976.

2073C

[Cactus Connectivity](#) · [Tutorial](#)

Quality: 336 global accepts · Rating: 2700 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[turmax's solution](#)

## 1977.

2068H

[Statues](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2700 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[turmax's solution](#)

**1978.**

2028F

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

Quality: 541 global accepts · Rating: 2700 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation

[turmax's solution](#)

**1979.**

2032F

[Peanuts](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2700 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, games, math

[turmax's solution](#)

**1980.**

949E

[Binary Cards](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2700 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[turmax's solution](#)

**1981.**

13E

[Holes](#) · [Tutorial](#)

Quality: 7,948 global accepts · Rating: 2700 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu

[turmax's solution](#)

**1982.**

1957F2

[Frequency Mismatch \(Hard Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2700 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, probabilities, trees

[turmax's solution](#)

**1983.**

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

[turmax's solution](#)

**1984.**

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[turmax's solution](#)

**1985.**

1603F

[October 18, 2017](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[turmax's solution](#)

**1986.**

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

[turmax's solution](#)

**1987.**

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide

and conquer, dsu, math, trees, two pointers

[turmax's solution](#)

**1988.**

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2700 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[turmax's solution](#)

**1989.**

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation

[turmax's solution](#)

**1990.**

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees

[turmax's solution](#)

**1991.**

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[turmax's solution](#)

**1992.**

1856E2

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

Quality: 1,755 global accepts · Rating: 2700 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[turmax's solution](#)

**1993.**

1025F

[Disjoint Triangles](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2700 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[turmax's solution](#)

**1994.**

1658F

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

Quality: 924 global accepts · Rating: 2700 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[turmax's solution](#)

**1995.**

1140G

[Double Tree](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2700 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, shortest paths, trees

[turmax's solution](#)

**1996.**

1036G

[Sources and Sinks](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2700 · first AC: 2023-04-14 · last AC: 2023-04-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar

[turmax's solution](#)

**1997.**

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-12 · last AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[turmax's solution](#)

## 1998.

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2023-02-26 · last AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[turmax's solution](#)

## 1999.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[turmax's solution](#)

## 2000.

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs

[turmax's solution](#)

## 2001.

1781F

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

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[turmax's solution](#)

## 2002.

1671F

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

Quality: 428 global accepts · Rating: 2700 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[turmax's solution](#)

## 2003.

109E

[Lucky Interval](#) · [Tutorial](#)

Quality: 113 global accepts · Rating: 2700 · first AC: 2022-11-10 · last AC: 2022-11-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[turmax's solution](#)

## 2004.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, strings

[turmax's solution](#)

## 2005.

1468L

[Prime Divisors Selection](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2700 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, number theory

[turmax's solution](#)

## 2006.

1202F

[You Are Given Some Letters...](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math

[turmax's solution](#)

## 2007.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[turmax's solution](#)

**2008.**

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2700 · first AC: 2022-09-03 · last AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[turmax's solution](#)

**2009.**

1682F

[MCMF?](#) · [Tutorial](#)

Quality: 393 global accepts · Rating: 2700 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, flows, graphs, greedy, sortings, two pointers

[turmax's solution](#)

**2010.**

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees

[turmax's solution](#)

**2011.**

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[turmax's solution](#)

**2012.**

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 2700 · first AC: 2022-02-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[turmax's solution](#)

**2013.**

1120B

[Once in a casino](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2700 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[turmax's solution](#)

**2014.**

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, hashing

[turmax's solution](#)

**2015.**

878C

[Tournament](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2700 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs

[turmax's solution](#)

**2016.**

504D

[Misha and XOR](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2022-01-09 · PyPy 3 (first AC) · Tags: bitmasks

[turmax's solution](#)

**2017.**

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[turmax's solution](#)

## 2018.

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

[turmax's solution](#)

## 2019.

1279E

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

Quality: 455 global accepts · Rating: 2700 · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[turmax's solution](#)

## 2020.

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 2700 · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, trees

[turmax's solution](#)

## 2021.

1521E

[Nastia and a Beautiful Matrix](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2700 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dp, greedy

[turmax's solution](#)

## 2022.

1514E

[Baby Ehab's Hyper Apartment](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2700 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, interactive, sortings, two pointers

[turmax's solution](#)

## 2023.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory

[turmax's solution](#)

## 2024.

1519E

[Off by One](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees

[turmax's solution](#)

## 2025.

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2021-04-14 · last AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[turmax's solution](#)

## 2026.

1461F

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

Quality: 601 global accepts · Rating: 2700 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[turmax's solution](#)

## 2027.

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2700 · first AC: 2020-11-06 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[turmax's solution](#)

## 2028.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2020-11-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[turmax's solution](#)

## 2029.

1019D

[Large Triangle](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2700 · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, sortings

[turmax's solution](#)

## 2030.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[turmax's solution](#)

## 2031.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2019-12-06 · last AC: 2020-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings

[turmax's solution](#)

## 2032.

1422E

[Minlexes](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2700 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

[turmax's solution](#)

## 2033.

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2020-09-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[turmax's solution](#)

## 2034.

1379F1

[Chess Strikes Back \(easy version\)](#) · [Tutorial](#)

Quality: 685 global accepts · Rating: 2700 · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[turmax's solution](#)

## 2035.

1369F

[BareLee](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2700 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games

[turmax's solution](#)

## 2036.

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[turmax's solution](#)

## 2037.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[turmax's solution](#)

**2038.**

1366F

[Jog Around The Graph](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, geometry, graphs

[turmax's solution](#)

**2039.**

1358F

[Tasty Cookie](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[turmax's solution](#)

**2040.**

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[turmax's solution](#)

**2041.**

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 2700 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[turmax's solution](#)

**2042.**

2215D

[EXPloration, EXPloitation, and Gain Some EXPerience!](#) · [Tutorial](#)

Quality: 113 global accepts · Rating: 2800 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[turmax's solution](#)

**2043.**

2201F2

[Monotone Monochrome Matrices \(Hard Version\)](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2026-02-24 · last AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, hashing, math

[turmax's solution](#)

**2044.**

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...

[turmax's solution](#)

**2045.**

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[turmax's solution](#)

**2046.**

2180F1

[Control Car \(Easy Version\)](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[turmax's solution](#)

**2047.**

2150E2

[Hidden Single \(Version 2\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer,

interactive, math, probabilities

[turmax's solution](#)

**2048.**

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, greedy

[turmax's solution](#)

**2049.**

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[turmax's solution](#)

**2050.**

2107F2

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

Quality: 507 global accepts · Rating: 2800 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[turmax's solution](#)

**2051.**

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[turmax's solution](#)

**2052.**

2068E

[Porto Vs. Benfica](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2800 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, shortest paths

[turmax's solution](#)

**2053.**

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[turmax's solution](#)

**2054.**

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[turmax's solution](#)

**2055.**

2039F1

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

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[turmax's solution](#)

**2056.**

869D

[The Overdosing Ubiquity](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 2800 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs

[turmax's solution](#)

**2057.**

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[turmax's solution](#)

**2058.**

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[turmax's solution](#)

**2059.**

1923F

[Shrink-Reverse](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, hashing, implementation, string suffix structures, strings

[turmax's solution](#)

**2060.**

1919F2

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

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[turmax's solution](#)

**2061.**

1900F

[Local Deletions](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2800 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[turmax's solution](#)

**2062.**

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[turmax's solution](#)

**2063.**

1783G

[Weighed Tree Radius](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2800 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[turmax's solution](#)

**2064.**

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2023-10-19 · last AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[turmax's solution](#)

**2065.**

698E

[Cron](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 2800 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[turmax's solution](#)

**2066.**

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: dp

[turmax's solution](#)

**2067.**

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, probabilities

[turmax's solution](#)

**2068.**

962G

[Visible Black Areas](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 2800 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, geometry, trees

[turmax's solution](#)

**2069.**

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[turmax's solution](#)

**2070.**

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2800 · first AC: 2023-08-31 · last AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[turmax's solution](#)

**2071.**

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

[turmax's solution](#)

**2072.**

1845F

[Swimmers in the Pool](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, fft, math, number theory

[turmax's solution](#)

**2073.**

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[turmax's solution](#)

**2074.**

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[turmax's solution](#)

**2075.**

568D

[Sign Posts](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 2800 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, math

[turmax's solution](#)

**2076.**

859F

[Ordering T-Shirts](#) · [Tutorial](#)

Quality: 228 global accepts · Rating: 2800 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[turmax's solution](#)

**2077.**

685E

[Travelling Through the Snow Queen's Kingdom](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2800 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, graphs

[turmax's solution](#)

**2078.**

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[turmax's solution](#)

## 2079.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings, trees

[turmax's solution](#)

## 2080.

1291F

[Coffee Varieties \(easy version\)](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2800 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: graphs, interactive

[turmax's solution](#)

## 2081.

1765I

[Infinite Chess](#) · [Tutorial](#)

Quality: 263 global accepts · Rating: 2800 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, shortest paths

[turmax's solution](#)

## 2082.

461D

[Appleman and Complicated Task](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2800 · first AC: 2022-11-22 · last AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: dsu, math

[turmax's solution](#)

## 2083.

1749F

[Distance to the Path](#) · [Tutorial](#)

Quality: 612 global accepts · Rating: 2800 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[turmax's solution](#)

## 2084.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities

[turmax's solution](#)

## 2085.

850E

[Random Elections](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2800 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, fft, math

[turmax's solution](#)

## 2086.

1725I

[Imitating the Key Tree](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 2800 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dsu, trees

[turmax's solution](#)

## 2087.

736D

[Permutations](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2022-06-06 · last AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices

[turmax's solution](#)

## 2088.

1685D1

[Permutation Weight \(Easy Version\)](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[turmax's solution](#)

**2089.**

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[turmax's solution](#)

**2090.**

325E

[The Red Button](#) · [Tutorial](#)

Quality: 949 global accepts · Rating: 2800 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, greedy

[turmax's solution](#)

**2091.**

1652F

[Minimal String XORation](#) · [Tutorial](#)

Rating: 2800 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, strings

[turmax's solution](#)

**2092.**

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-02-20 · last AC: 2022-02-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[turmax's solution](#)

**2093.**

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 694 global accepts · Rating: 2800 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, shortest paths

[turmax's solution](#)

**2094.**

1393E1

[Twilight and Ancient Scroll \(easier version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2800 · first AC: 2022-02-02 · last AC: 2022-02-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[turmax's solution](#)

**2095.**

1031F

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

Quality: 311 global accepts · Rating: 2800 · first AC: 2022-02-02 · last AC: 2022-02-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, math

[turmax's solution](#)

**2096.**

493E

[Vasya and Polynomial](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2800 · first AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: math

[turmax's solution](#)

**2097.**

842E

[Nikita and game](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2800 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, divide and conquer, graphs, trees

[turmax's solution](#)

**2098.**

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2022-01-09 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[turmax's solution](#)

**2099.**

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, trees  
[turmax's solution](#)

**2100.**

887E

[Little Brother](#) · [Tutorial](#)

Quality: 181 global accepts · Rating: 2800 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, sortings  
[turmax's solution](#)

**2101.**

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, math  
[turmax's solution](#)

**2102.**

1525F

[Goblins And Gnomes](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2021-05-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, flows, graph matchings  
[turmax's solution](#)

**2103.**

1477D

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

Quality: 786 global accepts · Rating: 2800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
[turmax's solution](#)

**2104.**

559D

[Randomizer](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2020-12-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, probabilities  
[turmax's solution](#)

**2105.**

1455F

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

Quality: 519 global accepts · Rating: 2800 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[turmax's solution](#)

**2106.**

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 623 global accepts · Rating: 2800 · first AC: 2020-11-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory  
[turmax's solution](#)

**2107.**

1413F

[Roads and Ramen](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2800 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees  
[turmax's solution](#)

**2108.**

1067E

[Random Forest Rank](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2800 · first AC: 2020-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, graph matchings, math, trees  
[turmax's solution](#)

**2109.**

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2800 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[turmax's solution](#)

### 2110.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[turmax's solution](#)

### 2111.

2211G

[Rational Bubble Sort](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 2900 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy

[turmax's solution](#)

### 2112.

1810H

[Last Number](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: 2900 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[turmax's solution](#)

### 2113.

2207F

[Hanabi](#) · [Tutorial](#)

Quality: 269 global accepts · Rating: 2900 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, flows, graph matchings, graphs, greedy

[turmax's solution](#)

### 2114.

2201F1

[Monotone Monochrome Matrices \(Medium Version\)](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2900 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing

[turmax's solution](#)

### 2115.

2201E

[ABBA Counting](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 2900 · first AC: 2026-02-23 · last AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: fft, math, number theory, strings

[turmax's solution](#)

### 2116.

2196E1

[Fuzzy Concatenation \(Easy Version\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 2900 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy, string suffix structures

[turmax's solution](#)

### 2117.

2152H1

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

Quality: 610 global accepts · Rating: 2900 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy

[turmax's solution](#)

### 2118.

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 712 global accepts · Rating: 2900 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, matrices, trees

[turmax's solution](#)

### 2119.

1747E

[List Generation](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2900 · first AC: 2022-11-04 · last AC: 2025-07-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics,

dp, math

[turmax's solution](#)

## 2120.

2111G

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

Quality: 398 global accepts · Rating: 2900 · first AC: 2025-06-03 · last AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, interactive

[turmax's solution](#)

## 2121.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games, greedy, math

[turmax's solution](#)

## 2122.

2108F

[Fallen Towers](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2900 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[turmax's solution](#)

## 2123.

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[turmax's solution](#)

## 2124.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[turmax's solution](#)

## 2125.

2073K

[Book Sorting](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 2900 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[turmax's solution](#)

## 2126.

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[turmax's solution](#)

## 2127.

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[turmax's solution](#)

## 2128.

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2024-10-26 · last AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, probabilities

[turmax's solution](#)

## 2129.

2020F

[Count Leaves](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 2900 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[turmax's solution](#)

**2130.**

2018F1

[Speedbreaker Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math  
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**2131.**

2001E2

[Deterministic Heap \(Hard Version\)](#) · [Tutorial](#)

Quality: 286 global accepts · Rating: 2900 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees  
[turmax's solution](#)

**2132.**

1979F

[Kostyanych's Theorem](#) · [Tutorial](#)

Quality: 438 global accepts · Rating: 2900 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, interactive  
[turmax's solution](#)

**2133.**

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy  
[turmax's solution](#)

**2134.**

1836F

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Rating: 2900 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory  
[turmax's solution](#)

**2135.**

1847E

[Triangle Platinum?](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2900 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation, interactive, math, probabilities  
[turmax's solution](#)

**2136.**

1796F

[Strange Triples](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 2900 · first AC: 2023-02-28 · last AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory  
[turmax's solution](#)

**2137.**

1792F2

[Graph Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2900 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, divide and conquer, dp, fft, graphs  
[turmax's solution](#)

**2138.**

1765J

[Hero to Zero](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings, math  
[turmax's solution](#)

**2139.**

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive  
[turmax's solution](#)

**2140.**

1201E1

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

Quality: 146 global accepts · Rating: 2900 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: graphs, interactive, shortest paths  
[turmax's solution](#)

**2141.**

793E

[Problem of offices](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees  
[turmax's solution](#)

**2142.**

1725D

[Deducing Sortability](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2900 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, math  
[turmax's solution](#)

**2143.**

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2900 · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math  
[turmax's solution](#)

**2144.**

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math  
[turmax's solution](#)

**2145.**

1500D

[Tiles for Bathroom](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2900 · first AC: 2022-05-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers  
[turmax's solution](#)

**2146.**

1652G

[Snowy Mountain](#) · [Tutorial](#)

Rating: 2900 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths, trees  
[turmax's solution](#)

**2147.**

1644F

[Basis](#) · [Tutorial](#)

Quality: 429 global accepts · Rating: 2900 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math, number theory  
[turmax's solution](#)

**2148.**

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 2900 · first AC: 2022-02-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, math, number theory  
[turmax's solution](#)

**2149.**

193E

[Fibonacci Number](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2900 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, matrices  
[turmax's solution](#)

**2150.**

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2022-01-08 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings  
[turmax's solution](#)

**2151.**

1616F

[Tricolor Triangles](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2900 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, math, matrices  
[turmax's solution](#)

**2152.**

1562F

[Tubular Bells](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math, number theory, probabilities  
[turmax's solution](#)

**2153.**

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees  
[turmax's solution](#)

**2154.**

1058G

[Linear Congruential Generator](#) · [Tutorial](#)

Rating: 2900 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: number theory  
[turmax's solution](#)

**2155.**

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2020-09-03 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory  
[turmax's solution](#)

**2156.**

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers  
[turmax's solution](#)

**2157.**

2196E2

[Fuzzy Concatenation \(Hard version\)](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3000 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dp, greedy, string suffix structures  
[turmax's solution](#)

**2158.**

2161F

[SubMST](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 3000 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, trees  
[turmax's solution](#)

**2159.**

2150F

[Cycle Closing](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3000 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, implementation, shortest paths, trees  
[turmax's solution](#)

**2160.**

2086F

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

Quality: 142 global accepts · Rating: 3000 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive

[turmax's solution](#)

**2161.**

2068K

[Amusement Park Rides](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3000 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[turmax's solution](#)

**2162.**

2062E2

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

Quality: 450 global accepts · Rating: 3000 · first AC: 2025-01-27 · last AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, implementation, trees

[turmax's solution](#)

**2163.**

2029G

[Balanced Problem](#) · [Tutorial](#)

Quality: 258 global accepts · Rating: 3000 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[turmax's solution](#)

**2164.**

2018F2

[Speedbreaker Counting \(Medium Version\)](#) · [Tutorial](#)

Quality: 287 global accepts · Rating: 3000 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[turmax's solution](#)

**2165.**

1988F

[Heartbeat](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 3000 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[turmax's solution](#)

**2166.**

1983G

[Your Loss](#) · [Tutorial](#)

Quality: 285 global accepts · Rating: 3000 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, trees

[turmax's solution](#)

**2167.**

1981F

[Turtle and Paths on a Tree](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3000 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[turmax's solution](#)

**2168.**

1969F

[Card Pairing](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3000 · first AC: 2024-04-29 · last AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, hashing, implementation

[turmax's solution](#)

**2169.**

1934E

[Weird LCM Operations](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, number theory

[turmax's solution](#)

**2170.**

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[turmax's solution](#)

**2171.**

1868D

[Flower-like Pseudotree](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3000 · first AC: 2023-09-10 · last AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, trees

[turmax's solution](#)

**2172.**

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, trees

[turmax's solution](#)

**2173.**

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math

[turmax's solution](#)

**2174.**

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[turmax's solution](#)

**2175.**

1838F

[Stuck Conveyor](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[turmax's solution](#)

**2176.**

1824D

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

Quality: 655 global accepts · Rating: 3000 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[turmax's solution](#)

**2177.**

1776M

[Parmigiana With Seafood](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 3000 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, trees

[turmax's solution](#)

**2178.**

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3000 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[turmax's solution](#)

**2179.**

1748F

[Circular Xor Reversal](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 3000 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[turmax's solution](#)

**2180.**

1201E2

[Knightmare \(hard\)](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3000 · first AC: 2022-11-05 · last AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: graphs, interactive, shortest paths

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**2181.**

57E

[Chess](#) · [Tutorial](#)

Quality: 289 global accepts · Rating: 3000 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: math, shortest paths

[turmax's solution](#)

**2182.**

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 811 global accepts · Rating: 3000 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[turmax's solution](#)

**2183.**

533A

[Berland Miners](#) · [Tutorial](#)

Quality: 485 global accepts · Rating: 3000 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[turmax's solution](#)

**2184.**

859G

[Circle of Numbers](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3000 · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: math

[turmax's solution](#)

**2185.**

698F

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

Quality: 490 global accepts · Rating: 3000 · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory

[turmax's solution](#)

**2186.**

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, two pointers

[turmax's solution](#)

**2187.**

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[turmax's solution](#)

**2188.**

341E

[Candies Game](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 3000 · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[turmax's solution](#)

**2189.**

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,235 global accepts · Rating: 3000 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[turmax's solution](#)

**2190.**

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths

[turmax's solution](#)

## 2191.

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2021-07-25 · last AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[turmax's solution](#)

## 2192.

1535F

[String Distance](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3000 · first AC: 2021-06-04 · last AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, hashing, implementation, strings

[turmax's solution](#)

## 2193.

1526F

[Median Queries](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3000 · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[turmax's solution](#)

## 2194.

1299D

[Around the World](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3000 · first AC: 2020-11-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees

[turmax's solution](#)

## 2195.

1442E

[Black, White and Grey Tree](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 3000 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees

[turmax's solution](#)

## 2196.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[turmax's solution](#)

## 2197.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[turmax's solution](#)

## 2198.

2187F1

[AI Fine \(Maximizing Version\)](#) · [Tutorial](#)

Quality: 213 global accepts · Rating: 3100 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[turmax's solution](#)

## 2199.

2138E2

[Determinant Construction \(Hard Version\)](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3100 · first AC: 2025-10-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory

[turmax's solution](#)

**2200.**

2138E1

[Determinant Construction \(Easy Version\) · Tutorial](#)

Quality: 239 global accepts · Rating: 3100 · first AC: 2025-10-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory

[turmax's solution](#)

**2201.**

2147G

[Modular Tetration · Tutorial](#)

Quality: 359 global accepts · Rating: 3100 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[turmax's solution](#)

**2202.**

2127H

[23 Rises Again · Tutorial](#)

Quality: 570 global accepts · Rating: 3100 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees

[turmax's solution](#)

**2203.**

2077D

[Maximum Polygon · Tutorial](#)

Quality: 339 global accepts · Rating: 3100 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, math

[turmax's solution](#)

**2204.**

1924E

[Paper Cutting Again · Tutorial](#)

Quality: 535 global accepts · Rating: 3100 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, probabilities

[turmax's solution](#)

**2205.**

2073I

[Squares on Grid Lines · Tutorial](#)

Quality: 122 global accepts · Rating: 3100 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[turmax's solution](#)

**2206.**

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

[turmax's solution](#)

**2207.**

2068B

[Urban Planning · Tutorial](#)

Quality: 143 global accepts · Rating: 3100 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[turmax's solution](#)

**2208.**

2048H

[Kevin and Strange Operation · Tutorial](#)

Quality: 248 global accepts · Rating: 3100 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[turmax's solution](#)

**2209.**

2046D

[For the Emperor! · Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2024-12-05 · last AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[turmax's solution](#)

**2210.**

2018F3

[Speedbreaker Counting \(Hard Version\) · Tutorial](#)

Quality: 309 global accepts · Rating: 3100 · first AC: 2024-09-27 · last AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math  
[turmax's solution](#)

**2211.**

2006E

[Iris's Full Binary Tree](#) · [Tutorial](#)

Quality: 318 global accepts · Rating: 3100 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[turmax's solution](#)

**2212.**

1973F

[Maximum GCD Sum Queries](#) · [Tutorial](#)

Quality: 320 global accepts · Rating: 3100 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, number theory

[turmax's solution](#)

**2213.**

1967E1

[Again Counting Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3100 · first AC: 2024-05-01 · last AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[turmax's solution](#)

**2214.**

1954F

[Unique Strings](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3100 · first AC: 2024-04-25 · last AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[turmax's solution](#)

**2215.**

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[turmax's solution](#)

**2216.**

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[turmax's solution](#)

**2217.**

1887E

[Good Colorings](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive

[turmax's solution](#)

**2218.**

1762G

[Unequal Adjacent Elements](#) · [Tutorial](#)

Quality: 139 global accepts · Rating: 3100 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[turmax's solution](#)

**2219.**

1784E

[Infinite Game](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 3100 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, games, probabilities

[turmax's solution](#)

**2220.**

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[turmax's solution](#)

## 2221.

720D

[Slalom](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 3100 · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

[turmax's solution](#)

## 2222.

1458E

[Nim Shortcuts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 3100 · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, games

[turmax's solution](#)

## 2223.

633H

[Fibonacci-ish II](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 3100 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[turmax's solution](#)

## 2224.

653G

[Move by Prime](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 3100 · first AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[turmax's solution](#)

## 2225.

1439D

[INOI Final Contests](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft

[turmax's solution](#)

## 2226.

1205E

[Expected Value Again](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3100 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, strings

[turmax's solution](#)

## 2227.

1383C

[String Transformation 2](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 3100 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, trees

[turmax's solution](#)

## 2228.

1896G

[Pepe Racing](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 3200 · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive, sortings

[turmax's solution](#)

## 2229.

2190E

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

Quality: 235 global accepts · Rating: 3200 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics

[turmax's solution](#)

## 2230.

2183G

[Snake Instructions](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 3200 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive

[turmax's solution](#)

**2231.**

2165E

[Rainbow Branch](#) · [Tutorial](#)

Quality: 255 global accepts · Rating: 3200 · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, trees

[turmax's solution](#)

**2232.**

2180F2

[Control Car \(Hard Version\)](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 3200 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[turmax's solution](#)

**2233.**

2159D2

[Inverse Minimum Partition \(Hard Version\)](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3200 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[turmax's solution](#)

**2234.**

1523G

[Try Booking](#) · [Tutorial](#)

Quality: 520 global accepts · Rating: 3200 · first AC: 2025-01-06 · last AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[turmax's solution](#)

**2235.**

2004G

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

Quality: 420 global accepts · Rating: 3200 · first AC: 2024-08-15 · last AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices

[turmax's solution](#)

**2236.**

1483E

[Vabank](#) · [Tutorial](#)

Rating: 3200 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, interactive

[turmax's solution](#)

**2237.**

1482G

[Vabank](#) · [Tutorial](#)

Quality: 344 global accepts · Rating: 3200 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[turmax's solution](#)

**2238.**

1666K

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

Quality: 357 global accepts · Rating: 3200 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: flows

[turmax's solution](#)

**2239.**

1179E

[Alesya and Discrete Math](#) · [Tutorial](#)

Quality: 198 global accepts · Rating: 3200 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive

[turmax's solution](#)

**2240.**

1819E

[Roads in E City](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3200 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: interactive, math, probabilities, trees

[turmax's solution](#)

**2241.**

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: dp  
[turmax's solution](#)

**2242.**

1776K

[Uniform Chemistry](#) · [Tutorial](#)

Quality: 86 global accepts · Rating: 3200 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, math  
[turmax's solution](#)

**2243.**

1781G

[Diverse Coloring](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3200 · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees  
[turmax's solution](#)

**2244.**

1781H1

[Window Signals \(easy version\)](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 3200 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2245.**

1396E

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

Quality: 434 global accepts · Rating: 3200 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees  
[turmax's solution](#)

**2246.**

1704H1

[Game of AI \(easy version\)](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 3200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, fft, math  
[turmax's solution](#)

**2247.**

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory  
[turmax's solution](#)

**2248.**

1408I

[Bitwise Magic](#) · [Tutorial](#)

Quality: 200 global accepts · Rating: 3200 · first AC: 2020-10-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, math  
[turmax's solution](#)

**2249.**

2135E1

[Beyond the Palindrome \(Easy Version\)](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 3300 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math  
[turmax's solution](#)

**2250.**

2207G

[Toothless](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 3300 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu  
[turmax's solution](#)

**2251.**

2190G

[Maximize Determinant](#) · [Tutorial](#)

Quality: 96 global accepts · Rating: 3300 · first AC: 2026-03-03 · last AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs  
[turmax's solution](#)

### 2252.

2190F

[Xor Product](#) · [Tutorial](#)

Quality: 92 global accepts · Rating: 3300 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp  
[turmax's solution](#)

### 2253.

2178H

[Create or Duplicate](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3300 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, graphs, number theory, shortest paths  
[turmax's solution](#)

### 2254.

2178I

[Numbers or Fireworks](#) · [Tutorial](#)

Quality: 219 global accepts · Rating: 3300 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs  
[turmax's solution](#)

### 2255.

2164G

[Pointless Machine](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3300 · first AC: 2025-11-06 · last AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive, trees  
[turmax's solution](#)

### 2256.

2147I1

[Longest Increasing Path \(Easy Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3300 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[turmax's solution](#)

### 2257.

2122G

[Tree Parking](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3300 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft, math, trees  
[turmax's solution](#)

### 2258.

2101F

[Shoo Shatters the Sunshine](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3300 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees  
[turmax's solution](#)

### 2259.

1943E2

[MEX Game 2 \(Hard Version\)](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 3300 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers  
[turmax's solution](#)

### 2260.

2077F

[AND x OR](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3300 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp  
[turmax's solution](#)

### 2261.

2073E

[Minus Operator](#) · [Tutorial](#)

Quality: 77 global accepts · Rating: 3300 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive  
[turmax's solution](#)

**2262.**

2073M

[Can You Reach There?](#) · [Tutorial](#)

Quality: 81 global accepts · Rating: 3300 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[turmax's solution](#)

**2263.**

2066E

[Tropical Season](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3300 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[turmax's solution](#)

**2264.**

2035G1

[Go Learn! \(Easy Version\)](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[turmax's solution](#)

**2265.**

2018E1

[Complex Segments \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3300 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[turmax's solution](#)

**2266.**

1984H

[Tower Capturing](#) · [Tutorial](#)

Quality: 210 global accepts · Rating: 3300 · first AC: 2024-06-09 · last AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, geometry

[turmax's solution](#)

**2267.**

1804H

[Code Lock](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3300 · first AC: 2023-03-13 · last AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[turmax's solution](#)

**2268.**

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[turmax's solution](#)

**2269.**

1750G

[Doping](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 3300 · first AC: 2022-11-08 · last AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[turmax's solution](#)

**2270.**

1753E

[N Machines](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy

[turmax's solution](#)

**2271.**

1726G

[A Certain Magical Party](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2022-09-06 · last AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, greedy, sortings

[turmax's solution](#)

**2272.**

1696G

[Fishingprince Plays With Array Again](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3300 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, geometry, math

[turmax's solution](#)

**2273.**

1552H

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

Quality: 462 global accepts · Rating: 3300 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, number theory

[turmax's solution](#)

**2274.**

1896H1

[Cyclic Hamming \(Easy Version\)](#) · [Tutorial](#)

Quality: 118 global accepts · Rating: 3400 · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, fft, math, number theory

[turmax's solution](#)

**2275.**

2180H1

[Bug Is Feature \(Unconditional Version\)](#) · [Tutorial](#)

Quality: 120 global accepts · Rating: 3400 · first AC: 2025-12-19 · last AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: games

[turmax's solution](#)

**2276.**

2127G1

[Inter Active \(Easy Version\)](#) · [Tutorial](#)

Quality: 101 global accepts · Rating: 3400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities

[turmax's solution](#)

**2277.**

2122F

[Colorful Polygon](#) · [Tutorial](#)

Quality: 129 global accepts · Rating: 3400 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, divide and conquer, geometry

[turmax's solution](#)

**2278.**

2053G

[Naive String Splits](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, hashing, math, number theory, strings

[turmax's solution](#)

**2279.**

2018E2

[Complex Segments \(Hard Version\)](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3400 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[turmax's solution](#)

**2280.**

1817E

[Half-sum](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3400 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, greedy

[turmax's solution](#)

**2281.**

1770G

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

Quality: 188 global accepts · Rating: 3400 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, fft, math

[turmax's solution](#)

**2282.**

1310F

[Bad Cryptography](#) · [Tutorial](#)

Quality: 103 global accepts · Rating: 3400 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[turmax's solution](#)

**2283.**

1299E

[So Mean](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3400 · first AC: 2020-11-07 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math  
[turmax's solution](#)

**2284.**

1896H2

[Cyclic Hamming \(Hard Version\)](#) · [Tutorial](#)

Quality: 142 global accepts · Rating: 3500 · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, fft, math, number theory  
[turmax's solution](#)

**2285.**

2215F

[Research](#) · [Tutorial](#)

Quality: 44 global accepts · Rating: 3500 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games  
[turmax's solution](#)

**2286.**

2211H

[Median Deletion](#) · [Tutorial](#)

Quality: 100 global accepts · Rating: 3500 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[turmax's solution](#)

**2287.**

2135E2

[Beyond the Palindrome \(Hard Version\)](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 3500 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory  
[turmax's solution](#)

**2288.**

2183H

[Minimise Cost](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 3500 · first AC: 2026-01-07 · last AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, sortings  
[turmax's solution](#)

**2289.**

1336E2

[Chiori and Doll Picking \(hard version\)](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 3500 · first AC: 2026-01-04 · last AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, math  
[turmax's solution](#)

**2290.**

2157I

[Hyper Smawk Bros](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3500 · first AC: 2026-01-02 · last AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games  
[turmax's solution](#)

**2291.**

2159E

[Super-Short-Polynomial-San](#) · [Tutorial](#)

Quality: 201 global accepts · Rating: 3500 · first AC: 2025-10-12 · last AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: math, meet-in-the-middle  
[turmax's solution](#)

**2292.**

2138F

[Ode to the Bridge Builder](#) · [Tutorial](#)

Quality: 82 global accepts · Rating: 3500 · first AC: 2025-10-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry  
[turmax's solution](#)

**2293.**

2147H

[Maxflow GCD Coloring](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3500 · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graphs  
[turmax's solution](#)

**2294.**

2127G2

[Inter Active \(Hard Version\)](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 3500 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, graphs, implementation, interactive, math, probabilities  
[turmax's solution](#)

**2295.**

2115F2

[Gellyfish and Lycoris Radiata \(Hard Version\)](#) · [Tutorial](#)

Quality: 109 global accepts · Rating: 3500 · first AC: 2025-06-01 · last AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures  
[turmax's solution](#)

**2296.**

2115F1

[Gellyfish and Lycoris Radiata \(Easy Version\)](#) · [Tutorial](#)

Quality: 119 global accepts · Rating: 3500 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures  
[turmax's solution](#)

**2297.**

2115E

[Gellyfish and Mayflower](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3500 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs  
[turmax's solution](#)

**2298.**

1270I

[Xor on Figures](#) · [Tutorial](#)

Quality: 317 global accepts · Rating: 3500 · first AC: 2025-04-30 · last AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, fft, math  
[turmax's solution](#)

**2299.**

2097F

[Lost Luggage](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows  
[turmax's solution](#)

**2300.**

1943F

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

Quality: 140 global accepts · Rating: 3500 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: dp  
[turmax's solution](#)

**2301.**

2077G

[RGB Walking](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: 3500 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, chinese remainder theorem, dfs and similar, graphs, number theory  
[turmax's solution](#)

**2302.**

1924F

[Anti-Proxy Attendance](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3500 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, interactive, ternary search

[turmax's solution](#)**2303.**

2068I

[Pinball](#) · [Tutorial](#)

Quality: 61 global accepts · Rating: 3500 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[turmax's solution](#)**2304.**

2068G

[A Very Long Hike](#) · [Tutorial](#)

Quality: 62 global accepts · Rating: 3500 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: shortest paths

[turmax's solution](#)**2305.**

2048I1

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

Quality: 103 global accepts · Rating: 3500 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[turmax's solution](#)**2306.**

2052H

[Hunting Hoglins in Hogwarts](#) · [Tutorial](#)

Quality: 68 global accepts · Rating: 3500 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[turmax's solution](#)**2307.**

2029H

[Message Spread](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 3500 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[turmax's solution](#)**2308.**

2006F

[Dora's Paint](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3500 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, graphs, implementation

[turmax's solution](#)**2309.**

1967E2

[Again Counting Arrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 3500 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[turmax's solution](#)**2310.**

1276E

[Four Stones](#) · [Tutorial](#)

Quality: 123 global accepts · Rating: 3500 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[turmax's solution](#)**2311.**

799F

[Beautiful fountains rows](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3500 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[turmax's solution](#)**2312.**

799G

[Cut the pie](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3500 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures,

geometry

[turmax's solution](#)

**2313.**

1456E

[XOR-ranges](#) · [Tutorial](#)

Quality: 382 global accepts · Rating: 3500 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[turmax's solution](#)

**2314.**

1874F

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

Quality: 443 global accepts · Rating: 3500 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: dp

[turmax's solution](#)

**2315.**

1889F

[Doremy's Average Tree](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3500 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, trees

[turmax's solution](#)

**2316.**

1835E

[Old Mobile](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3500 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[turmax's solution](#)

**2317.**

1804G

[Flow Control](#) · [Tutorial](#)

Quality: 237 global accepts · Rating: 3500 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, implementation

[turmax's solution](#)

**2318.**

1687E

[Become Big For Me](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 3500 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, number theory

[turmax's solution](#)

**2319.**

2222G

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

Quality: 156 global accepts · Rating: — · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, graphs, trees

[turmax's solution](#)

**2320.**

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 566 global accepts · Rating: — · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[turmax's solution](#)

**2321.**

2222H

[Counting Sort?](#) · [Tutorial](#)

Quality: 105 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp

[turmax's solution](#)

**2322.**

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,934 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[turmax's solution](#)

**2323.**

2222D

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

Quality: 3,170 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings

[turmax's solution](#)

**2324.**

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,753 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[turmax's solution](#)

**2325.**

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,256 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[turmax's solution](#)

**2326.**

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[turmax's solution](#)

**2327.**

2219E

[Weird Chessboard](#) · [Tutorial](#)

Quality: 95 global accepts · Rating: — · first AC: 2026-04-15 · last AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[turmax's solution](#)

**2328.**

2219D

[MEX Replacement on Tree](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: — · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, trees

[turmax's solution](#)

**2329.**

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: — · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[turmax's solution](#)

**2330.**

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,201 global accepts · Rating: — · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[turmax's solution](#)

**2331.**

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,594 global accepts · Rating: — · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[turmax's solution](#)

**2332.**

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,972 global accepts · Rating: — · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[turmax's solution](#)

**2333.**

2095F

[IS Cæb. 0B \\$a bICVÐ](#)

Quality: 837 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, math  
[turmax's solution](#)

**2334.**

105537E

[Eight-Shaped Figures](#) · Tutorial

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —  
[turmax's solution](#)

**2335.**

102586L

[Yosupo's Algorithm](#) · Tutorial

Rating: — · first AC: 2024-11-08 · last AC: 2024-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[turmax's solution](#)

**2336.**

102586K

[Game and Queries](#) · Tutorial

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[turmax's solution](#)

**2337.**

102586F

[Robots](#) · Tutorial

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[turmax's solution](#)

**2338.**

102586C

[Sum Modulo](#) · Tutorial

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[turmax's solution](#)

**2339.**

102586E

[Count Modulo 2](#) · Tutorial

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[turmax's solution](#)

**2340.**

102586I

[Amidakuji](#) · Tutorial

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[turmax's solution](#)

**2341.**

102586H

[Construct Points](#) · Tutorial

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[turmax's solution](#)

**2342.**

100091B

[B](#) · Tutorial

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
[turmax's solution](#)

**2343.**

2012D

[Forming Triangles](#) · Tutorial

Rating: — · first AC: 2024-09-22 · Kotlin 1.7 (first AC) · Tags: \*special, combinatorics  
[turmax's solution](#)

**2344.**

2012C

[Make Equal Again](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · Kotlin 1.7 (first AC) · Tags: \*special, brute force, greedy, math  
[turmax's solution](#)

**2345.**

2012B

[Square or Not](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · Kotlin 1.7 (first AC) · Tags: \*special, strings  
[turmax's solution](#)

**2346.**

2012A

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

Rating: — · first AC: 2024-09-22 · Kotlin 1.7 (first AC) · Tags: \*special, implementation, sortings  
[turmax's solution](#)

**2347.**

101005G

[Segments](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[turmax's solution](#)

**2348.**

101005H

[Control](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[turmax's solution](#)

**2349.**

101005D

[Take5](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[turmax's solution](#)

**2350.**

101005I

[Substring](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[turmax's solution](#)

**2351.**

101005F

[Rect](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[turmax's solution](#)

**2352.**

101005B

[Ktree](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[turmax's solution](#)

**2353.**

101005A

[Tree Search](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[turmax's solution](#)

**2354.**

105255E

[A Recurring Problem](#) · [Tutorial](#)

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

**2355.**

105255F

[Tilting Tiles](#) · [Tutorial](#)

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

**2356.**

105255C

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

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

**2357.**

105255J

[Bridging the Gap](#) · [Tutorial](#)

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

**2358.**

105255B

[Schedule](#) · [Tutorial](#)

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

**2359.**

105255K

[Alea lacta Est](#) · [Tutorial](#)

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

**2360.**

105255H

[Jet Lag](#) · [Tutorial](#)

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

**2361.**

105255I

[Waterworld](#) · [Tutorial](#)

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

**2362.**

105255D

[Carl's Vacation](#) · [Tutorial](#)

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

**2363.**

105255G

[Turning Red](#) · [Tutorial](#)

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

**2364.**

105255A

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

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

**2365.**

105003F

[Erd 207G& W2 6öæ!V7GW&P](#)

Rating: — · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[turmax's solution](#)

**2366.**

104479F

[Forest Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2367.**

104479J

[Joining Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2368.**

104479B

[Beautiful XOR Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2369.**

104479L

[Lying Faces](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2370.**

104479H

[Highest Median Walk](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2371.**

104479I

[Incomplete Information Queries](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2372.**

104479E

[Erase the Primes](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2373.**

104479D

[DAG Probability](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2374.**

104479G

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

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2375.**

104479C

[Convolution](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2376.**

102396D

[Cutting Pizza](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2377.**

104288K

[Take On Meme](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2378.**

104288F

[Islands from the Sky](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2379.**

104288I

[Spider Walk](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2380.**

104288A

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

Rating: — · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2381.**

104288J

[Splitstream](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2382.**

104288G

[Mosaic Browsing](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2383.**

104288E

[Hand of the Free Marked](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2384.**

104288B

[Dungeon Crawler](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2385.**

104288C

[Fair Division](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2386.**

104288L

[Where Am I?](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2387.**

104288H

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

Rating: — · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2388.**

undefined544

[Chess Championship](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2389.**

104248E

[Pinball](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2390.**

104248J

[Birthdays](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2391.**

104248G

[Minimum volume tetrahedron](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2392.**

104248C

[Game with stones](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2393.**

104248H

[Inscribed triangle 3](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2394.**

104248D

[Equal Vertices](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2395.**

104248B

[Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · PyPy 3-64 (first AC) · Tags: —  
[turmax's solution](#)

**2396.**

104248I

[\$A^2 + \dots + B^2\$](#)  · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2397.**

102538D

[Disjoint LIS](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2398.**

103860E

[Elegant Tetris](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2399.**

103860C

[Selection Sort Count](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2400.**

103860J

[jfw.harie.edu](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2401.**

103860K

[Security Plan](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2402.**

103860G

[Integer Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2403.**

103860L

[Paid Leave](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2404.**

103860A

[Mash](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2405.**

103860F

[Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2406.**

103861H

[Check Pattern is Good](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · last AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2407.**

103994A

[BD00f1aD,,8C\\$0Dò AD\\$>Cò:C](#)

Rating: — · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2408.**

103861E

[Prof. Pang and Poker](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2409.**

103861B

[Beautiful String](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2410.**

103861G

[Check Pattern is Bad](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2411.**

103861J

[Elden Ring](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2412.**

103861L

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2413.**

103861A

[DFS Order](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2414.**

103861I

[Future Coder](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2415.**

100920D

[Expression](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2416.**

100920C

[Smart Dog](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —  
[turmax's solution](#)

**2417.**

100920G

[Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2418.**

100920F

[Parliament](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2419.**

100920A

[Automorphism](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —  
[turmax's solution](#)

**2420.**

100920H

[Squares](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2421.**

100920E

[Paint](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2422.**

100920J

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2423.**

100016F

[Berland Bowling](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-10 · C++17 (GCC 9-64) (first AC) · Tags: —  
[turmax's solution](#)

**2424.**

100016I

[Lies, Damned Lies and Statistics](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2425.**

100016C

[Crossword](#) · [Tutorial](#)

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**2426.**

100016E

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**2427.**

100016J

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**2428.**

100016A

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**2429.**

100016D

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**2430.**

100570F

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**2431.**

100570C

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**2432.**

100570E

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**2433.**

100570B

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**2434.**

100570A

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**2435.**

100570D

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**2436.**

101720F

[Xor Game](#) · [Tutorial](#)

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[turmax's solution](#)

**2437.**

101720D

[Hat Store](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2438.**

101720C

[As Dense As Needed](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**2439.**

101720A

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Rating: — · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**2440.**

101720E

[Time For Rock Trial](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2441.**

102135G

[Digital characteristic](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2442.**

102135K

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**2443.**

102135D

[Friends rescue](#) · [Tutorial](#)

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**2444.**

102135E

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**2445.**

102135F

[The closest subsequence](#) · [Tutorial](#)

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[turmax's solution](#)

**2446.**

102135C

[Good subset](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2447.**

102135H

[Large and even](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2448.**

102135A

[BSUIR Open](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[turmax's solution](#)

**2449.**

102135J

[Vova, who doesn't know](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2450.**

102135B

[Freebie](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2451.**

103075G

[B.COD>C'LDB 8 C'0CÄ?CäGC#8](#)

Rating: — · first AC: 2021-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2452.**

103075D

[B.COD>C'LDB 8 C'>C48D!5D :C O D ECT<C](#)

Rating: — · first AC: 2021-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2453.**

103075F

[B.COD>C'LDB 8 CD>D >C40 C" CCÔ8C\\$5D AC,,BCTB](#)

Rating: — · first AC: 2021-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

2454.

103075E

[B CDD>C`LDB 8 DD0C";Cä2C O D 8D BCT<C](#)

Rating: — · first AC: 2021-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

2455.

103075C

[B CDD>C`LDB 8 Cö>C`8CÔ>CÀ](#)

Rating: — · first AC: 2021-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[turmax's solution](#)

2456.

103075A

[B CDD>C`LDB 8 CÄ0D HD\\$0C 8D >C\\$0CÔ8CP](#)

Rating: — · first AC: 2021-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[turmax's solution](#)

2457.

103075B

[B CDD>C`LDB 8 CD8C 3Cä=C ;DÄ=D`9 D :C =CT@](#)

Rating: — · first AC: 2021-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

2458.

102786D

[A KD18C' @D`=Cä:](#)

Rating: — · first AC: 2021-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

2459.

102786F

[A >C AC501A \\$5D AC,, O 2022](#)

Rating: — · first AC: 2021-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

2460.

102786E

[B470@Dô4CäGC,,2C =C,,5 Cö> D CCÄ<CR FC,,DD](#)

Rating: — · first AC: 2021-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

2461.

102786C

[B 00OD'8C' CCD0D 7C\\$5Ct4CÔ>C4> CD5D 0CÔBC](#)

Rating: — · first AC: 2021-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

2462.

102786B

[A 5C48; B 5CÄ5CÒÀ C 5C48](#)

Rating: — · first AC: 2021-12-06 · Python 3 (first AC) · Tags: —  
[turmax's solution](#)

2463.

102786J

[AöC\\$5D;5D BC\\$8CR ORCä2DÄ5C\\$0](#)

Rating: — · first AC: 2021-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

2464.

102786H

[NP-B T0ä=](#)

Rating: — · first AC: 2021-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2465.**

102786G

[Timestamp](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2466.**

102786I

[A6@Cä1C'5CÄÖ D 2Cä1Cä4CÖ>C4> CÄ5D BC](#)

Rating: — · first AC: 2021-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —  
[turmax's solution](#)

**2467.**

102862E

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —  
[turmax's solution](#)

**2468.**

102862H

[Optimize DFS](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2469.**

102862C

[Median Walk](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2470.**

102862I

[Strange Mex](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2471.**

102862G

[Strange Queries](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2472.**

102862J

[Mex Grid](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2473.**

102862K

[Binary Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —  
[turmax's solution](#)

**2474.**

102862A

[Two Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2475.**

102862L

[Falling Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2476.**

102862B

[Numbers on a Circle](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2477.**

102862F

[Cell Borders](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2478.**

102862M

[Big Sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2479.**

102862D

[Splitting Text](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2480.**

102904B

[Dispatch Money](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2481.**

102904E

[A&D](#)

Rating: — · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2482.**

102904G

[A 5CÄD LC, 2CTGCT@C,,=C#8](#)

Rating: — · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2483.**

102904H

[AD5CÄ2 CD5D 5C\\$5](#)

Rating: — · first AC: 2021-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
[turmax's solution](#)

**2484.**

102904D

[Funny Cost](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2485.**

102904C

[BÖyCTaD\\$@Cä=CÖKC' 7C <Cä:](#)

Rating: — · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

**2486.**

102904F

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

2487.

102904A

[Coins](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
[turmax's solution](#)

2488.

102904I

[A5C0DADt5D" >C65D 0Dd8C•](#)

Rating: — · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

2489.

102904J

[Bt5DeDf 5 C, 1CT;D'5](#)

Rating: — · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

2490.

102836J

[ASKDT> CD=Cä9](#)

Rating: — · first AC: 2021-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

2491.

102836G

[A >C0LiD,,>CR 7C 4C =C,,5](#)

Rating: — · first AC: 2021-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

2492.

102836C

[A5C0rjACc ?C,, @C <C,,4D°](#)

Rating: — · first AC: 2021-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

2493.

102836D

[A,,3D0i@" C DC,,N](#)

Rating: — · first AC: 2021-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

2494.

102836H

[A >C0LiD,,>C' 1C BD4B](#)

Rating: — · first AC: 2021-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

2495.

102836E

[B0?Cä=D :C,,9 C# @CäAD 2Cä @C@](#)

Rating: — · first AC: 2021-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

2496.

102836B

[A5D5C 8C\\$0CÔ8CR 6C,,6C€](#)

Rating: — · first AC: 2021-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

2497.

102836I

[AACT@ Cä:D 8CÔ0D\\$>D](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —  
[turmax's solution](#)

2498.

102836F

[AÄ8CÔ8CÄ0C´LCÔ0Dò AD\\$@Cä:C](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —  
[turmax's solution](#)

2499.

102836A

[B\\$D0Cä2D´9 Dd5CÔBD](#)

Rating: — · first AC: 2021-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[turmax's solution](#)

2500.

102793H

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Rating: — · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[turmax's solution](#)

2501.

102793I

[B\\$5Cä@C,,O B 0CÄACTO](#)

Rating: — · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[turmax's solution](#)

2502.

102793C

[B >C 0C#0, Cò@CT4C BCT;DÄ 8 C#0C 5C´O](#)

Rating: — · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[turmax's solution](#)

2503.

102793J

[B -0Cò5D ÔADt0D BC´8C\\$KCR 1C,,;CTBC,,:C€](#)

Rating: — · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[turmax's solution](#)

2504.

102793B

[B 5C0C´LD\\$0D\\$K C#>CÔBCTAD\\$0](#)

Rating: — · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[turmax's solution](#)

2505.

102793D

[AD#0ÄBCÔ>](#)

Rating: — · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[turmax's solution](#)

2506.

102793F

[BÔ,CtAd\\$@Cä=CÔKC´7C <Cä:](#)

Rating: — · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[turmax's solution](#)

2507.

102793A

[B 40T#C AD\\$8C´O](#)

Rating: — · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[turmax's solution](#)

2508.

102772E

[A#<CT9C#0](#)

Rating: — · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —  
[turmax's solution](#)

**2509.**

102772D

[AöD18CÖ:C FCT?CäGC#8](#)

Rating: — · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —  
[turmax's solution](#)

**2510.**

102772F

[A#CÖD C`8C#B C,,=D\\$5D 5D >C](#)

Rating: — · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —  
[turmax's solution](#)

**2511.**

102772H

[B,,Tcä: DÄ=D`5 Cö5D 5Cö8D :C€](#)

Rating: — · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —  
[turmax's solution](#)

**2512.**

102772C

[A!`TcäECä4!](#)

Rating: — · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —  
[turmax's solution](#)

**2513.**

102772B

[Chasing the Butterfly](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —  
[turmax's solution](#)

**2514.**

102772A

[A\\$Tcä#Cä5 CÖD4GCÖ>CR GC,,AC`>](#)

Rating: — · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —  
[turmax's solution](#)

**2515.**

102772I

[A,T#CÖD8C#0D\\$>D](#)

Rating: — · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —  
[turmax's solution](#)

**2516.**

102772G

[B4@Cä! CÄ0D\\$5CÄ0D\\$8C#8](#)

Rating: — · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —  
[turmax's solution](#)

**2517.**

102772J

[AÄ0D#D>CÖ5D`](#)

Rating: — · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —  
[turmax's solution](#)

**2518.**

102156D

[Pick Your Own Nim](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: —  
[turmax's solution](#)

**2519.**

103029D

[John and pizza](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-11 · Python 3 (first AC) · Tags: —  
[turmax's solution](#)

**2520.**

1531A

[At8C030T@hicolor](#)

Quality: 1,483 global accepts · Rating: — · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: \*special, implementation  
[turmax's solution](#)

**2521.**

1531B1

[AÄ×CÔ8D\\$>D 8CÔ3](#)

Quality: 1,157 global accepts · Rating: — · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: \*special  
[turmax's solution](#)

**2522.**

1531B2

[AÄ×CÔ8D\\$>D 8CÔ3](#)

Quality: 796 global accepts · Rating: — · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: \*special  
[turmax's solution](#)

**2523.**

1531C

[B 8CÄ<CTBD 8Dt=D´9 C <DD8D\\$5C BD](#)

Quality: 659 global accepts · Rating: — · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: \*special, constructive algorithms, dp  
[turmax's solution](#)

**2524.**

1531D

[B 5CD0C#BOja@ D45CÂ C,,=C45D Ä 6ö/Æ÷](#)

Quality: 370 global accepts · Rating: — · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: \*special  
[turmax's solution](#)

**2525.**

1531E3

[B 7D BC,, @ Cä2C#0 D ;C,,OCÔ8CT<](#)

Quality: 271 global accepts · Rating: — · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: \*special, binary search  
[turmax's solution](#)

**2526.**

1531E1

[B 7D BC,, @ Cä2C#0 D ;C,,OCÔ8CT<](#)

Quality: 362 global accepts · Rating: — · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: \*special  
[turmax's solution](#)

**2527.**

1531E2

[B 7D BC,, @ Cä2C#0 D ;C,,OCÔ8CT<](#)

Quality: 340 global accepts · Rating: — · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: \*special, brute force  
[turmax's solution](#)

**2528.**

101364B

[A48Cö5D <D47D´:C](#)

Rating: — · first AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —  
[turmax's solution](#)

**2529.**

101364G

[A·00>D1:C, 8 B4@C 3C =D°](#)

Rating: — · first AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —  
[turmax's solution](#)

**2530.**

101364F

[AÄ5C40C´>CÄ0CÔ8Dö](#)

Rating: — · first AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —  
[turmax's solution](#)

**2531.**

102860L

[Magnets](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[turmax's solution](#)

**2532.**

102860J

[Boring Lesson](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[turmax's solution](#)

**2533.**

102860D

[Fence](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[turmax's solution](#)

**2534.**

102860G

[Ice Cream](#) · [Tutorial](#)

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**2535.**

102860A

[Jumping Machine](#) · [Tutorial](#)

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**2536.**

102860F

[String Art](#) · [Tutorial](#)

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**2537.**

102860E

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**2538.**

102860I

[Walk of Three](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[turmax's solution](#)

**2539.**

102860B

[Triangles and a Circle](#) · [Tutorial](#)

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[turmax's solution](#)

**2540.**

102860C

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[turmax's solution](#)

**2541.**

102860K

[Checkers](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[turmax's solution](#)

**2542.**

102100F

[Five words](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —  
[turmax's solution](#)

**2543.**

102100J

[Jelly cake](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[turmax's solution](#)

**2544.**

102100C

[Changing the word](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —  
[turmax's solution](#)

**2545.**

102100G

[Glowing letters](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[turmax's solution](#)

**2546.**

102100B

[Book of all the words](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[turmax's solution](#)

**2547.**

102100I

[Infinity problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[turmax's solution](#)

**2548.**

102100H

[Harmonic permutations](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[turmax's solution](#)

**2549.**

102100E

[Experiment with tea](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —  
[turmax's solution](#)

**2550.**

102100D

[Doubtful numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[turmax's solution](#)

**2551.**

102100A

[Alexandra's subtractions](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[turmax's solution](#)

**2552.**

102399B

[A:8D=Q&AD\\$LD,,8D >C#8DR 2Ct3C`OCD>C](#)

Rating: — · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[turmax's solution](#)

**2553.**

102399E

[write me!](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[turmax's solution](#)

**2554.**

102399F

[XOR D,8DD@ Cä2C =C,,5](#)

Rating: — · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[turmax's solution](#)

**2555.**

102399H

[BD>CäCÄ A CD5C`5CÔ8CT< C, CCÄ=Cä6CT=C,,5CÄ](#)

Rating: — · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[turmax's solution](#)

**2556.**

102399D

[AD\\$D\\$C48 C" AD\\$@C =CP](#)

Rating: — · first AC: 2020-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
[turmax's solution](#)

**2557.**

102399J

[A\\$CÖD4@D :CäBC,,;Cä2](#)

Rating: — · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[turmax's solution](#)

**2558.**

102399L

[AD\\$D\\$C4>C' HCä0D@](#)

Rating: — · first AC: 2020-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
[turmax's solution](#)

**2559.**

102399C

[A,,2C=04HCä0-CD CDt>Cç 8 D\\$5Cä@C,,O C\\$5D >DôBCÔ>D BCT9](#)

Rating: — · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[turmax's solution](#)

**2560.**

102399G

[Bd5CäCR BCäGCä8](#)

Rating: — · first AC: 2020-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
[turmax's solution](#)

**2561.**

102569G

[Nuts and Bolts](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[turmax's solution](#)

**2562.**

102569D

[Lexicographically Minimal Shortest Path](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[turmax's solution](#)

**2563.**

102569J

[The Battle of Mages](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[turmax's solution](#)

**2564.**

102569L

[The Dragon Land](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[turmax's solution](#)

**2565.**

102569B

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

Rating: — · first AC: 2020-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[turmax's solution](#)

**2566.**

102569I

[Sorting Colored Array](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[turmax's solution](#)

**2567.**

102569H

[Tree Painting](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[turmax's solution](#)

**2568.**

102569K

[Table](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[turmax's solution](#)

**2569.**

102569M

[Notifications](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[turmax's solution](#)

**2570.**

102569E

[Fluctuations of Mana](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[turmax's solution](#)

**2571.**

102569F

[Moving Target](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[turmax's solution](#)

**2572.**

102569A

[Array's Hash](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[turmax's solution](#)

**2573.**

102591B

[B03C4D2Ô?Cä6C,,@C BCT;C€](#)

Rating: — · first AC: 2020-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —  
[turmax's solution](#)

**2574.**

102591G

[BBDrs,C,,BCT;C€](#)

Rating: — · first AC: 2020-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —  
[turmax's solution](#)

**2575.**

102591F

[B-0014G](#);CT=C,,5 CÔ0 Cð0D K

Rating: — · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[turmax's solution](#)

**2576.**

102591I

[A40CâkC>D BDÂ 4C,,=C <C,,:C](#)

Rating: — · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[turmax's solution](#)

**2577.**

102591A

[3435](#) · Tutorial

Rating: — · first AC: 2020-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —  
[turmax's solution](#)

**2578.**

102282H

[A 50r8CÄ5CÔ8](#)

Rating: — · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[turmax's solution](#)

**2579.**

102282J

[A5>Dj0T4CÔODò 7C 4C GC](#)

Rating: — · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[turmax's solution](#)

**2580.**

102282G

[A 0Dôa](#)

Rating: — · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[turmax's solution](#)

**2581.**

102282F

[AÄ0D-BCT@ D43C 4D´2C =C,,O Dd8DD@](#)

Rating: — · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[turmax's solution](#)

**2582.**

102282D

[B->0t0D' 2 C´0C 8D 8CÔBCP](#)

Rating: — · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[turmax's solution](#)

**2583.**

102282B

[ATIEoxkCD=C](#)

Rating: — · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[turmax's solution](#)

**2584.**

102282C

[AÖ504BCTHC,,BCT;DÄ=C O Ct0CD0Dt0](#)

Rating: — · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[turmax's solution](#)

**2585.**

102282A

[AÖ5D'2C O Ct0CD0Dt0](#)

Rating: — · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[turmax's solution](#)

**2586.**

102694E

[Filthy Rich Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[turmax's solution](#)

**2587.**

102694D

[Cycle Free Flow](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[turmax's solution](#)

**2588.**

102694C

[Sloth Naptime](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-24 · last AC: 2020-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[turmax's solution](#)

**2589.**

102694B

[Dynamic Diameter](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[turmax's solution](#)

**2590.**

102694A

[Circumference of a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[turmax's solution](#)

**2591.**

100988F

[A000000:0 C 5Cr Cä;C,,:C @Cô0](#)

Rating: — · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[turmax's solution](#)

**2592.**

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, math, number theory  
[turmax's solution](#)

**2593.**

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation  
[turmax's solution](#)

**2594.**

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,506 global accepts · Rating: — · first AC: 2020-04-01 · PyPy 3 (first AC) · Tags: \*special  
[turmax's solution](#)

**2595.**

1319D

[Navigation System](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths  
[turmax's solution](#)

**2596.**

1319C

[Remove Adjacent](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
[turmax's solution](#)

**2597.**

1319B

[Journey Planning](#) · Tutorial

Rating: — · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings  
[turmax's solution](#)

**2598.**

1319A

[Contest for Robots](#) · Tutorial

Rating: — · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: math  
[turmax's solution](#)

**2599.**

100988D

[A5D15C@CäHC,,2C#0](#)

Rating: — · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[turmax's solution](#)

**2600.**

100988B

[A00D13C`L](#)

Rating: — · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[turmax's solution](#)

**2601.**

100988A

[A@Cä4C\\$8CÔCD\\$KC' 1D44C,,;DÄ=C,,:](#)

Rating: — · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[turmax's solution](#)

**2602.**

102503C

[Partial Reduplication](#) · Tutorial

Rating: — · first AC: 2020-01-31 · C++14 (GCC 6-32) (first AC) · Tags: —  
[turmax's solution](#)

**2603.**

102503B

[Bogart Gets Disqualified](#) · Tutorial

Rating: — · first AC: 2020-01-31 · C++14 (GCC 6-32) (first AC) · Tags: —  
[turmax's solution](#)

**2604.**

102503A

[Vincent Adultman](#) · Tutorial

Rating: — · first AC: 2020-01-31 · C++14 (GCC 6-32) (first AC) · Tags: —  
[turmax's solution](#)

**2605.**

102443D

[Guess the Path](#) · Tutorial

Rating: — · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —  
[turmax's solution](#)

**2606.**

102443C

[Fermat's Last Theorem](#) · Tutorial

Rating: — · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —  
[turmax's solution](#)

**2607.**

102443B

[Blocking the View](#) · Tutorial

Rating: — · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —  
[turmax's solution](#)

**2608.**

102443H

[Planet Nine](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —  
[turmax's solution](#)

**2609.**

102443I

[Dates](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-02 · PyPy 3 (first AC) · Tags: —  
[turmax's solution](#)

**2610.**

102443F

[Isosceles triangles](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —  
[turmax's solution](#)

**2611.**

102443A

[Attractive Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —  
[turmax's solution](#)

**2612.**

101636H

[A..3D 0 C t t 0 4 T](#)

Rating: — · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[turmax's solution](#)

**2613.**

101636C

[A 5 C 0 D C , 3 D 4 @ C F C , , > C 0 = D ` 9 D D 0 C ” ;](#)

Rating: — · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[turmax's solution](#)

**2614.**

101636L

[A 0 C 0 A D \\$ K C R A D 4 D D D 8 C a A D °](#)

Rating: — · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[turmax's solution](#)

**2615.**

101636K

[B 4 C 0 H C T = C 0 > C R ? D > C , , 7 C \\$ 5 C D 5 C 0 8 C P](#)

Rating: — · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[turmax's solution](#)

**2616.**

101636G

[A 0 0 C a l](#)

Rating: — · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[turmax's solution](#)

**2617.**

101636M

[A \\$ D A D \\$ 0 C 0 > C \\$ ; C T = C , , 5 C 0 > D ; C T 4 C a 2 C B C T ; D A = C a A D \\$ 8](#)

Rating: — · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[turmax's solution](#)

**2618.**

101636A

[B \\$ C 0 i a C t <](#)

Rating: — · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[turmax's solution](#)

**2619.**

102412I

[Find the Vertex](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —  
[turmax's solution](#)

**2620.**

102412F

[IQ Test](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —  
[turmax's solution](#)

**2621.**

100971I

[Deadline](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —  
[turmax's solution](#)

**2622.**

100971J

[Robots at Warehouse](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
[turmax's solution](#)

**2623.**

100971D

[Laying Cables](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
[turmax's solution](#)

**2624.**

100971F

[Two Points](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
[turmax's solution](#)

**2625.**

100971G

[Repair](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
[turmax's solution](#)

**2626.**

100971B

[Derangement](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
[turmax's solution](#)

**2627.**

100971L

[Chess Match](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
[turmax's solution](#)

**2628.**

100971K

[Palindromization](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
[turmax's solution](#)

**2629.**

100971C

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
[turmax's solution](#)

### 2630.

102284M

[B\\$@C,AC=0C"4CT:C DCä1C,,O](#)

Rating: — · first AC: 2019-09-01 · PyPy 3 (first AC) · Tags: —  
[turmax's solution](#)

### 2631.

undefined102

[Coprimes](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-30 · PyPy 3 (first AC) · Tags: \*special  
[turmax's solution](#)

### 2632.

undefined105

[Div 3](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-30 · PyPy 3 (first AC) · Tags: \*special  
[turmax's solution](#)

### 2633.

undefined112

[a<sup>b</sup> - b<sup>a</sup>](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-30 · PyPy 3 (first AC) · Tags: \*special  
[turmax's solution](#)

### 2634.

undefined123

[The sum](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-30 · PyPy 3 (first AC) · Tags: \*special  
[turmax's solution](#)

### 2635.

undefined486

[Bulls and Cows](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-30 · PyPy 3 (first AC) · Tags: \*special  
[turmax's solution](#)

### 2636.

101789H

[BTOD AC=>D =D´9 CÄ0D AC,,2](#)

Rating: — · first AC: 2018-09-23 · PyPy 3 (first AC) · Tags: —  
[turmax's solution](#)

### 2637.

101789A

[A 70,66 9D,,5CR =CTGE BCÔ>CP](#)

Rating: — · first AC: 2018-09-22 · PyPy 3 (first AC) · Tags: —  
[turmax's solution](#)

### 2638.

101754B

[Big Data](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-29 · Python 3 (first AC) · Tags: —  
[turmax's solution](#)