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Unique solved — twosquares

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1.

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2173A

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10.

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11.

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12.

2178A

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13.

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19.

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21.

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22.

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24.

2155A

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2152A

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26.

1740B

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30.

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31.

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32.

1856A

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33.

2127A

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1307A

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36.

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37.

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43.

2120A

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48.

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50.

1615A

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51.

2107A

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55.

2103A

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56.

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57.

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58.

2084A

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59.

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2071A

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2070A

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2069A

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2059A

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2062A

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2055A

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2048A

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75.

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2039A

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2031A

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1919A

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85.

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1832A

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87.

1294A

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88.

2178B

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89.

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90.

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95.

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98.

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99.

2102A

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102.

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103.

2060C

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2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[twosquares's solution](#)

105.

2047B

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

Quality: 19,250 global accepts · Rating: 900 · first AC: 2024-12-03 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, greedy, strings

[twosquares's solution](#)

106.

2031B

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

Quality: 20,787 global accepts · Rating: 900 · first AC: 2024-11-23 · PyPy 3-64 (first AC) · Tags: brute force, greedy, sortings

[twosquares's solution](#)

107.

2028A

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

Quality: 20,309 global accepts · Rating: 900 · first AC: 2024-11-10 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math

[twosquares's solution](#)

108.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,543 global accepts · Rating: 900 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math

[twosquares's solution](#)

109.

1828B

[Permutation Swap](#) · [Tutorial](#)

Quality: 39,323 global accepts · Rating: 900 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[twosquares's solution](#)

110.

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,910 global accepts · Rating: 1000 · first AC: 2026-01-06 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, strings

[twosquares's solution](#)

111.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,267 global accepts · Rating: 1000 · first AC: 2025-11-06 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[twosquares's solution](#)

112.

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1000 · first AC: 2025-10-24 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, implementation

[twosquares's solution](#)

113.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,818 global accepts · Rating: 1000 · first AC: 2025-10-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[twosquares's solution](#)

114.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2025-10-07 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[twosquares's solution](#)

115.

2147B

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

Quality: 16,976 global accepts · Rating: 1000 · first AC: 2025-09-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[twosquares's solution](#)

116.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,919 global accepts · Rating: 1000 · first AC: 2025-09-17 · PyPy 3-64 (first AC) · Tags: greedy, sortings, two pointers

[twosquares's solution](#)

117.

2144B

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

Quality: 18,474 global accepts · Rating: 1000 · first AC: 2025-09-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[twosquares's solution](#)

118.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,286 global accepts · Rating: 1000 · first AC: 2025-07-06 · PyPy 3-64 (first AC) · Tags: greedy

[twosquares's solution](#)

119.

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,743 global accepts · Rating: 1000 · first AC: 2025-06-21 · PyPy 3-64 (first AC) · Tags: geometry

[twosquares's solution](#)

120.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-28 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[twosquares's solution](#)

121.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,529 global accepts · Rating: 1000 · first AC: 2025-04-26 · PyPy 3-64 (first AC) · Tags: combinatorics, geometry, greedy, math

[twosquares's solution](#)

122.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,823 global accepts · Rating: 1000 · first AC: 2025-03-29 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, implementation, math

[twosquares's solution](#)

123.

2060B

[Farmer John's Card Game](#) · [Tutorial](#)

Quality: 28,595 global accepts · Rating: 1000 · first AC: 2025-01-20 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[twosquares's solution](#)

124.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-01-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings

[twosquares's solution](#)

125.

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-05 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[twosquares's solution](#)

126.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,106 global accepts · Rating: 1000 · first AC: 2024-12-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[twosquares's solution](#)

127.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · PyPy 3-64 (first AC) · Tags: data structures, greedy, implementation, two pointers

[twosquares's solution](#)

128.

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[twosquares's solution](#)

129.

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,069 global accepts · Rating: 1000 · first AC: 2023-05-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[twosquares's solution](#)

130.

1825B

[LuoTianyi and the Table](#) · [Tutorial](#)

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2023-05-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[twosquares's solution](#)

131.

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,696 global accepts · Rating: 1100 · first AC: 2026-04-21 · PyPy 3-64 (first AC) · Tags: brute force, games, greedy, implementation, math, sortings
[twosquares's solution](#)

132.

2173B

[Niko's Tactical Cards](#) · [Tutorial](#)

Quality: 18,135 global accepts · Rating: 1100 · first AC: 2026-01-14 · PyPy 3-64 (first AC) · Tags: dp, greedy, math
[twosquares's solution](#)

133.

2183B

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

Quality: 16,180 global accepts · Rating: 1100 · first AC: 2026-01-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy
[twosquares's solution](#)

134.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2025-11-13 · PyPy 3-64 (first AC) · Tags: brute force, data structures, greedy, strings
[twosquares's solution](#)

135.

2155B

[Abraham's Great Escape](#) · [Tutorial](#)

Quality: 16,993 global accepts · Rating: 1100 · first AC: 2025-10-05 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs
[twosquares's solution](#)

136.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 17,002 global accepts · Rating: 1100 · first AC: 2025-09-08 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy
[twosquares's solution](#)

137.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,422 global accepts · Rating: 1100 · first AC: 2025-07-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
[twosquares's solution](#)

138.

2125C

[Count Good Numbers](#) · [Tutorial](#)

Quality: 22,753 global accepts · Rating: 1100 · first AC: 2025-07-27 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, math, number theory
[twosquares's solution](#)

139.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,225 global accepts · Rating: 1100 · first AC: 2025-07-19 · PyPy 3-64 (first AC) · Tags: greedy, math
[twosquares's solution](#)

140.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 1100 · first AC: 2025-06-26 · PyPy 3-64 (first AC) · Tags: brute force, greedy

[twosquares's solution](#)

141.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,441 global accepts · Rating: 1100 · first AC: 2025-06-03 · PyPy 3-64 (first AC) · Tags: brute force, greedy, two pointers

[twosquares's solution](#)

142.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,885 global accepts · Rating: 1100 · first AC: 2025-06-03 · PyPy 3-64 (first AC) · Tags: brute force, dp, implementation, math

[twosquares's solution](#)

143.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,389 global accepts · Rating: 1100 · first AC: 2025-04-28 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[twosquares's solution](#)

144.

2103B

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

Quality: 17,709 global accepts · Rating: 1100 · first AC: 2025-04-21 · PyPy 3-64 (first AC) · Tags: greedy, math

[twosquares's solution](#)

145.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,575 global accepts · Rating: 1100 · first AC: 2025-04-19 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings

[twosquares's solution](#)

146.

2086B

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

Quality: 18,995 global accepts · Rating: 1100 · first AC: 2025-04-09 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy

[twosquares's solution](#)

147.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-07 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory

[twosquares's solution](#)

148.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1100 · first AC: 2025-02-28 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[twosquares's solution](#)

149.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,691 global accepts · Rating: 1100 · first AC: 2025-02-27 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math

[twosquares's solution](#)

150.

2064B

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

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[twosquares's solution](#)

151.

2063B

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

Quality: 23,197 global accepts · Rating: 1100 · first AC: 2025-01-22 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[twosquares's solution](#)

152.

2060D

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

Quality: 26,204 global accepts · Rating: 1100 · first AC: 2025-01-20 · PyPy 3-64 (first AC) · Tags: greedy

[twosquares's solution](#)

153.

1838B

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

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[twosquares's solution](#)

154.

1828C

[Counting Orders](#) · [Tutorial](#)

Rating: 1100 · first AC: 2023-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, sortings

[twosquares's solution](#)

155.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,507 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings, two pointers

[twosquares's solution](#)

156.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2026-05-02 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[twosquares's solution](#)

157.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,140 global accepts · Rating: 1200 · first AC: 2026-01-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games, greedy

[twosquares's solution](#)

158.

2182C

[Production of Snowmen](#) · [Tutorial](#)

Quality: 15,524 global accepts · Rating: 1200 · first AC: 2025-12-29 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dp

[twosquares's solution](#)

159.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,704 global accepts · Rating: 1200 · first AC: 2025-12-27 · last AC: 2025-12-27 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation

[twosquares's solution](#)

160.

2181H

[Honey Cake](#) · [Tutorial](#)

Quality: 6,609 global accepts · Rating: 1200 · first AC: 2025-12-22 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[twosquares's solution](#)

161.

2170B

[Addition on a Segment](#) · [Tutorial](#)

Quality: 14,296 global accepts · Rating: 1200 · first AC: 2025-11-28 · last AC: 2025-11-29 · PyPy 3-64 (first AC) · Tags: greedy, math
[twosquares's solution](#)

162.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2025-11-13 · PyPy 3-64 (first AC) · Tags: graphs, implementation
[twosquares's solution](#)

163.

1934B

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

Quality: 22,016 global accepts · Rating: 1200 · first AC: 2025-11-12 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, math
[twosquares's solution](#)

164.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,562 global accepts · Rating: 1200 · first AC: 2025-10-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
[twosquares's solution](#)

165.

802M1

[April Fools' Problem \(easy\)](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 1200 · first AC: 2025-09-13 · PyPy 3-64 (first AC) · Tags: greedy, sortings
[twosquares's solution](#)

166.

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,746 global accepts · Rating: 1200 · first AC: 2025-09-11 · PyPy 3-64 (first AC) · Tags: greedy, implementation
[twosquares's solution](#)

167.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2025-09-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, greedy
[twosquares's solution](#)

168.

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2025-09-10 · PyPy 3-64 (first AC) · Tags: implementation, math
[twosquares's solution](#)

169.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2025-09-10 · PyPy 3-64 (first AC) · Tags: binary search, brute force, implementation
[twosquares's solution](#)

170.

959B

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

Quality: 10,556 global accepts · Rating: 1200 · first AC: 2025-09-09 · PyPy 3-64 (first AC) · Tags: dsu, greedy, implementation
[twosquares's solution](#)

171.

145A

[Lucky Conversion](#) · [Tutorial](#)

Quality: 7,939 global accepts · Rating: 1200 · first AC: 2025-09-09 · PyPy 3-64 (first AC) · Tags: greedy, implementation
[twosquares's solution](#)

172.

2050C

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

Quality: 25,011 global accepts · Rating: 1200 · first AC: 2025-09-09 · PyPy 3-64 (first AC) · Tags: brute force, dp, math

[twosquares's solution](#)

173.

895A

[Pizza Separation](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 1200 · first AC: 2025-09-09 · PyPy 3-64 (first AC) · Tags: brute force, implementation

[twosquares's solution](#)

174.

361B

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

Quality: 8,797 global accepts · Rating: 1200 · first AC: 2025-09-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory

[twosquares's solution](#)

175.

985B

[Switches and Lamps](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2025-09-08 · PyPy 3-64 (first AC) · Tags: implementation

[twosquares's solution](#)

176.

2135A

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

Quality: 18,353 global accepts · Rating: 1200 · first AC: 2025-08-28 · PyPy 3-64 (first AC) · Tags: data structures, dp

[twosquares's solution](#)

177.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,596 global accepts · Rating: 1200 · first AC: 2025-07-27 · PyPy 3-64 (first AC) · Tags: greedy, math

[twosquares's solution](#)

178.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,310 global accepts · Rating: 1200 · first AC: 2025-07-11 · PyPy 3-64 (first AC) · Tags: geometry, greedy, math

[twosquares's solution](#)

179.

2053B

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

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2025-07-02 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, greedy

[twosquares's solution](#)

180.

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,625 global accepts · Rating: 1200 · first AC: 2025-06-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[twosquares's solution](#)

181.

2118B

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

Quality: 20,037 global accepts · Rating: 1200 · first AC: 2025-06-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[twosquares's solution](#)

182.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,338 global accepts · Rating: 1200 · first AC: 2025-05-22 · Rust 2021 (first AC) · Tags: bitmasks, greedy, math

[twosquares's solution](#)

183.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,470 global accepts · Rating: 1200 · first AC: 2025-04-26 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[twosquares's solution](#)

184.

2092C

[Asuna and the Mosquitoes](#) · [Tutorial](#)

Quality: 22,585 global accepts · Rating: 1200 · first AC: 2025-03-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[twosquares's solution](#)

185.

2085B

[Serval and Final MEX](#) · [Tutorial](#)

Quality: 17,102 global accepts · Rating: 1200 · first AC: 2025-03-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation

[twosquares's solution](#)

186.

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,179 global accepts · Rating: 1200 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math

[twosquares's solution](#)

187.

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2025-03-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[twosquares's solution](#)

188.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,816 global accepts · Rating: 1200 · first AC: 2025-02-18 · PyPy 3 (first AC) · Tags: greedy, matrices

[twosquares's solution](#)

189.

2062C

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

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-26 · PyPy 3-64 (first AC) · Tags: brute force, math

[twosquares's solution](#)

190.

2056C

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

Quality: 19,439 global accepts · Rating: 1200 · first AC: 2025-01-17 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, math

[twosquares's solution](#)

191.

2048C

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

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-19 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[twosquares's solution](#)

192.

2047C

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

Rating: 1200 · first AC: 2024-12-03 · PyPy 3-64 (first AC) · Tags: data structures, greedy, sortings

[twosquares's solution](#)

193.

2039C1

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

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-23 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, math, number theory

[twosquares's solution](#)

194.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,406 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[twosquares's solution](#)

195.

1294B

[Collecting Packages](#) · [Tutorial](#)

Quality: 22,923 global accepts · Rating: 1200 · first AC: 2023-05-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[twosquares's solution](#)

196.

2208C

[Stamina and Tasks](#) · [Tutorial](#)

Quality: 11,111 global accepts · Rating: 1300 · first AC: 2026-04-21 · PyPy 3-64 (first AC) · Tags: dp, greedy, math
[twosquares's solution](#)

197.

2206K

[Time Display Stickers](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 1300 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search
[twosquares's solution](#)

198.

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,815 global accepts · Rating: 1300 · first AC: 2026-03-07 · PyPy 3-64 (first AC) · Tags: games, greedy, strings
[twosquares's solution](#)

199.

1220B

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

Quality: 12,136 global accepts · Rating: 1300 · first AC: 2026-03-07 · PyPy 3-64 (first AC) · Tags: math, number theory
[twosquares's solution](#)

200.

2201A1

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

Quality: 11,064 global accepts · Rating: 1300 · first AC: 2026-02-23 · PyPy 3-64 (first AC) · Tags: data structures
[twosquares's solution](#)

201.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,726 global accepts · Rating: 1300 · first AC: 2026-01-06 · PyPy 3-64 (first AC) · Tags: greedy, sortings
[twosquares's solution](#)

202.

2181A

[Alphabet City](#) · [Tutorial](#)

Quality: 3,734 global accepts · Rating: 1300 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, strings
[twosquares's solution](#)

203.

2170C

[Quotient and Remainder](#) · [Tutorial](#)

Quality: 11,250 global accepts · Rating: 1300 · first AC: 2025-11-28 · PyPy 3-64 (first AC) · Tags: binary search, greedy, two pointers
[twosquares's solution](#)

204.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,130 global accepts · Rating: 1300 · first AC: 2025-11-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy
[twosquares's solution](#)

205.

2145C

[Monocarp's String](#) · [Tutorial](#)

Quality: 15,405 global accepts · Rating: 1300 · first AC: 2025-10-07 · PyPy 3-64 (first AC) · Tags: binary search, greedy, strings
[twosquares's solution](#)

206.

2152B

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

Quality: 12,858 global accepts · Rating: 1300 · first AC: 2025-10-03 · PyPy 3-64 (first AC) · Tags: games
[twosquares's solution](#)

207.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: 1300 · first AC: 2025-09-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
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208.

2144C

[Non-Descending Arrays](#) · [Tutorial](#)

Quality: 14,995 global accepts · Rating: 1300 · first AC: 2025-09-15 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math
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209.

1003C

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Quality: 11,529 global accepts · Rating: 1300 · first AC: 2025-09-11 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math
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210.

1615B

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

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2025-09-11 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, math
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211.

1647C

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Quality: 13,332 global accepts · Rating: 1300 · first AC: 2025-09-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy
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212.

579B

[Finding Team Member](#) · [Tutorial](#)

Quality: 5,452 global accepts · Rating: 1300 · first AC: 2025-09-11 · PyPy 3-64 (first AC) · Tags: brute force, implementation, sortings
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213.

1352D

[Alice, Bob and Candies](#) · [Tutorial](#)

Quality: 29,859 global accepts · Rating: 1300 · first AC: 2025-09-11 · PyPy 3-64 (first AC) · Tags: implementation
[twosquares's solution](#)

214.

318B

[Strings of Power](#) · [Tutorial](#)

Quality: 8,302 global accepts · Rating: 1300 · first AC: 2025-09-10 · PyPy 3-64 (first AC) · Tags: implementation, strings, two pointers
[twosquares's solution](#)

215.

173A

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

Quality: 2,516 global accepts · Rating: 1300 · first AC: 2025-09-10 · PyPy 3-64 (first AC) · Tags: implementation, math
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216.

1029A

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

Quality: 13,436 global accepts · Rating: 1300 · first AC: 2025-09-09 · PyPy 3-64 (first AC) · Tags: implementation, strings
[twosquares's solution](#)

217.

897B

[Chtholly's request](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1300 · first AC: 2025-09-09 · PyPy 3-64 (first AC) · Tags: brute force
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218.

2127B

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

Quality: 13,497 global accepts · Rating: 1300 · first AC: 2025-08-07 · PyPy 3-64 (first AC) · Tags: games, greedy
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219.

1307B

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Quality: 13,856 global accepts · Rating: 1300 · first AC: 2025-08-03 · PyPy 3-64 (first AC) · Tags: geometry, greedy, math
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220.

2129A

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

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221.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,309 global accepts · Rating: 1300 · first AC: 2025-07-11 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, math
[twosquares's solution](#)

222.

2124C

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

Quality: 14,609 global accepts · Rating: 1300 · first AC: 2025-07-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, number theory
[twosquares's solution](#)

223.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,741 global accepts · Rating: 1300 · first AC: 2025-06-27 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, two pointers
[twosquares's solution](#)

224.

2118C

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

Quality: 18,481 global accepts · Rating: 1300 · first AC: 2025-06-12 · PyPy 3-64 (first AC) · Tags: bitmasks, data structures, greedy, math
[twosquares's solution](#)

225.

2023A

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

Quality: 16,571 global accepts · Rating: 1300 · first AC: 2025-06-07 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, math, sortings
[twosquares's solution](#)

226.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,434 global accepts · Rating: 1300 · first AC: 2025-05-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation

[twosquares's solution](#)

227.

2073L

[Boarding Queue](#) · [Tutorial](#)

Quality: 1,779 global accepts · Rating: 1300 · first AC: 2025-05-10 · PyPy 3-64 (first AC) · Tags: —

[twosquares's solution](#)

228.

2108B

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

Quality: 14,546 global accepts · Rating: 1300 · first AC: 2025-05-01 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[twosquares's solution](#)

229.

2086C

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

Quality: 16,129 global accepts · Rating: 1300 · first AC: 2025-04-09 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[twosquares's solution](#)

230.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,834 global accepts · Rating: 1300 · first AC: 2025-03-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[twosquares's solution](#)

231.

2041A

[The Bento Box Adventure](#) · [Tutorial](#)

Quality: 11,298 global accepts · Rating: 1300 · first AC: 2025-03-08 · PyPy 3-64 (first AC) · Tags: implementation, sortings

[twosquares's solution](#)

232.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2025-02-16 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[twosquares's solution](#)

233.

2059B

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

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[twosquares's solution](#)

234.

2056B

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

Quality: 17,923 global accepts · Rating: 1300 · first AC: 2025-01-17 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[twosquares's solution](#)

235.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[twosquares's solution](#)

236.

2031C

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

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory

[twosquares's solution](#)

237.

1973B

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

Quality: 16,831 global accepts · Rating: 1300 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[twosquares's solution](#)

238.

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,285 global accepts · Rating: 1300 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[twosquares's solution](#)

239.

2190B1

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

Quality: 10,683 global accepts · Rating: 1400 · first AC: 2026-01-17 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[twosquares's solution](#)

240.

2173C

[Kanade's Perfect Multiples](#) · [Tutorial](#)

Quality: 12,398 global accepts · Rating: 1400 · first AC: 2026-01-14 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[twosquares's solution](#)

241.

2181B

[Battle of Arrays](#) · [Tutorial](#)

Quality: 5,685 global accepts · Rating: 1400 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games, greedy

[twosquares's solution](#)

242.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1400 · first AC: 2025-11-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[twosquares's solution](#)

243.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2025-11-06 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[twosquares's solution](#)

244.

2156C

[Maximum GCD on Whiteboard](#) · [Tutorial](#)

Quality: 12,289 global accepts · Rating: 1400 · first AC: 2025-10-24 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory

[twosquares's solution](#)

245.

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,549 global accepts · Rating: 1400 · first AC: 2025-10-19 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math, number theory

[twosquares's solution](#)

246.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 1400 · first AC: 2025-10-03 · PyPy 3-64 (first AC) · Tags: data structures, greedy, math

[twosquares's solution](#)

247.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2025-10-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games, greedy, sortings

[twosquares's solution](#)

248.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,797 global accepts · Rating: 1400 · first AC: 2025-08-24 · PyPy 3-64 (first AC) · Tags: graphs, interactive

[twosquares's solution](#)

249.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-08-07 · PyPy 3-64 (first AC) · Tags: games, greedy, sortings

[twosquares's solution](#)

250.

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2025-07-04 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, math

[twosquares's solution](#)

251.

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,598 global accepts · Rating: 1400 · first AC: 2025-06-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees

[twosquares's solution](#)

252.

2111D

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

Quality: 11,991 global accepts · Rating: 1400 · first AC: 2025-06-03 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[twosquares's solution](#)

253.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,833 global accepts · Rating: 1400 · first AC: 2025-05-24 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy

[twosquares's solution](#)

254.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,232 global accepts · Rating: 1400 · first AC: 2025-04-28 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, number theory

[twosquares's solution](#)

255.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,588 global accepts · Rating: 1400 · first AC: 2025-04-26 · PyPy 3-64 (first AC) · Tags: 2-sat, brute force, math, sortings

[twosquares's solution](#)

256.

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,219 global accepts · Rating: 1400 · first AC: 2025-04-19 · PyPy 3-64 (first AC) · Tags: greedy, strings

[twosquares's solution](#)

257.

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[twosquares's solution](#)

258.

2066A

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

Quality: 7,174 global accepts · Rating: 1400 · first AC: 2025-02-11 · PyPy 3-64 (first AC) · Tags: graphs, greedy, implementation, interactive
[twosquares's solution](#)

259.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,248 global accepts · Rating: 1400 · first AC: 2025-01-12 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers
[twosquares's solution](#)

260.

2034C

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

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation
[twosquares's solution](#)

261.

2028B

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

Quality: 13,291 global accepts · Rating: 1400 · first AC: 2024-11-10 · PyPy 3-64 (first AC) · Tags: binary search, implementation, math
[twosquares's solution](#)

262.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[twosquares's solution](#)

263.

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,327 global accepts · Rating: 1400 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[twosquares's solution](#)

264.

1831C

[Copil Copac Draws Trees](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-05-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[twosquares's solution](#)

265.

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,398 global accepts · Rating: 1500 · first AC: 2026-05-04 · PyPy 3-64 (first AC) · Tags: implementation, math
[twosquares's solution](#)

266.

2183D1

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

Quality: 8,857 global accepts · Rating: 1500 · first AC: 2026-01-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[twosquares's solution](#)

267.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1500 · first AC: 2026-01-07 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, two pointers

[twosquares's solution](#)

268.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,031 global accepts · Rating: 1500 · first AC: 2025-11-10 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[twosquares's solution](#)

269.

2155C

[The Ancient Wizards' Capes](#) · [Tutorial](#)

Quality: 10,259 global accepts · Rating: 1500 · first AC: 2025-10-05 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation

[twosquares's solution](#)

270.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2025-10-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures

[twosquares's solution](#)

271.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,752 global accepts · Rating: 1500 · first AC: 2025-09-20 · last AC: 2025-09-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[twosquares's solution](#)

272.

1999G1

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

Quality: 14,528 global accepts · Rating: 1500 · first AC: 2025-09-11 · PyPy 3-64 (first AC) · Tags: binary search, interactive

[twosquares's solution](#)

273.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,377 global accepts · Rating: 1500 · first AC: 2025-09-09 · PyPy 3-64 (first AC) · Tags: data structures, games, greedy

[twosquares's solution](#)

274.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2025-08-03 · PyPy 3-64 (first AC) · Tags: brute force, dp, math, strings

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275.

2053C

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

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2025-07-02 · PyPy 3-64 (first AC) · Tags: bitmasks, divide and conquer, dp, math

[twosquares's solution](#)

276.

2115A

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

Quality: 14,960 global accepts · Rating: 1500 · first AC: 2025-05-31 · last AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[twosquares's solution](#)

277.

2109C1

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

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-22 · Rust 2021 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[twosquares's solution](#)

278.

2107C

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

Quality: 12,096 global accepts · Rating: 1500 · first AC: 2025-05-06 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[twosquares's solution](#)

279.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,687 global accepts · Rating: 1500 · first AC: 2025-05-01 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[twosquares's solution](#)

280.

1997D

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

Quality: 15,913 global accepts · Rating: 1500 · first AC: 2025-04-02 · last AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[twosquares's solution](#)

281.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-17 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, math

[twosquares's solution](#)

282.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1500 · first AC: 2025-03-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[twosquares's solution](#)

283.

2070C

[Limited Repainting](#) · [Tutorial](#)

Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-02-27 · PyPy 3-64 (first AC) · Tags: binary search, greedy

[twosquares's solution](#)

284.

2069C

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

Quality: 14,826 global accepts · Rating: 1500 · first AC: 2025-02-18 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, greedy, two pointers

[twosquares's solution](#)

285.

2060E

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

Quality: 12,255 global accepts · Rating: 1500 · first AC: 2025-01-20 · PyPy 3-64 (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[twosquares's solution](#)

286.

2057C

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

Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-04 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[twosquares's solution](#)

287.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,643 global accepts · Rating: 1500 · first AC: 2024-12-20 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[twosquares's solution](#)

288.

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,818 global accepts · Rating: 1600 · first AC: 2026-03-08 · PyPy 3-64 (first AC) · Tags: games, greedy, sortings
[twosquares's solution](#)

289.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,455 global accepts · Rating: 1600 · first AC: 2026-03-08 · PyPy 3-64 (first AC) · Tags: data structures, divide and conquer, dp, math
[twosquares's solution](#)

290.

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,953 global accepts · Rating: 1600 · first AC: 2025-12-29 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, greedy, math
[twosquares's solution](#)

291.

2181F

[Fragmented Nim](#) · [Tutorial](#)

Quality: 3,520 global accepts · Rating: 1600 · first AC: 2025-12-22 · PyPy 3-64 (first AC) · Tags: games
[twosquares's solution](#)

292.

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,019 global accepts · Rating: 1600 · first AC: 2025-11-23 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers
[twosquares's solution](#)

293.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,336 global accepts · Rating: 1600 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp
[twosquares's solution](#)

294.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 1600 · first AC: 2025-07-31 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, greedy, sortings
[twosquares's solution](#)

295.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1600 · first AC: 2025-07-27 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dp, greedy, math
[twosquares's solution](#)

296.

2125D

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

Quality: 9,276 global accepts · Rating: 1600 · first AC: 2025-07-27 · last AC: 2025-07-27 · PyPy 3-64 (first AC) · Tags: dp, math, probabilities
[twosquares's solution](#)

297.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,724 global accepts · Rating: 1600 · first AC: 2025-04-26 · PyPy 3-64 (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers
[twosquares's solution](#)

298.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1600 · first AC: 2025-04-21 · PyPy 3-64 (first AC) · Tags: binary search, greedy, implementation, sortings

[twosquares's solution](#)

299.

2084D

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

Quality: 8,843 global accepts · Rating: 1600 · first AC: 2025-04-07 · PyPy 3-64 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[twosquares's solution](#)

300.

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,564 global accepts · Rating: 1600 · first AC: 2025-03-24 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[twosquares's solution](#)

301.

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,656 global accepts · Rating: 1600 · first AC: 2025-03-11 · PyPy 3-64 (first AC) · Tags: geometry, interactive, probabilities

[twosquares's solution](#)

302.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-02-27 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, trees

[twosquares's solution](#)

303.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1600 · first AC: 2025-02-02 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[twosquares's solution](#)

304.

2063C

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

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-01-22 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[twosquares's solution](#)

305.

2061D

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

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-01-20 · PyPy 3-64 (first AC) · Tags: bitmasks, data structures

[twosquares's solution](#)

306.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,964 global accepts · Rating: 1600 · first AC: 2025-01-20 · PyPy 3-64 (first AC) · Tags: 2-sat, combinatorics, dp

[twosquares's solution](#)

307.

2048D

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

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-19 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[twosquares's solution](#)

308.

2040C

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

Quality: 10,783 global accepts · Rating: 1600 · first AC: 2024-12-08 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[twosquares's solution](#)

309.

2047D

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

Rating: 1600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[twosquares's solution](#)

310.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

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

[twosquares's solution](#)

311.

2028C

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

Quality: 9,983 global accepts · Rating: 1600 · first AC: 2024-11-10 · PyPy 3-64 (first AC) · Tags: binary search, dp, greedy, two pointers

[twosquares's solution](#)

312.

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, math

[twosquares's solution](#)

313.

126B

[Password](#) · [Tutorial](#)

Quality: 24,773 global accepts · Rating: 1700 · first AC: 2026-05-04 · PyPy 3-64 (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[twosquares's solution](#)

314.

2206J

[Worldwide Playlist](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 1700 · first AC: 2026-03-08 · PyPy 3-64 (first AC) · Tags: math

[twosquares's solution](#)

315.

2201B

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

Quality: 4,961 global accepts · Rating: 1700 · first AC: 2026-02-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[twosquares's solution](#)

316.

2201A2

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

Quality: 5,091 global accepts · Rating: 1700 · first AC: 2026-02-23 · PyPy 3-64 (first AC) · Tags: data structures, dp

[twosquares's solution](#)

317.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,699 global accepts · Rating: 1700 · first AC: 2025-12-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[twosquares's solution](#)

318.

2181M

[Medical Parity](#) · [Tutorial](#)

Quality: 3,495 global accepts · Rating: 1700 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings
[twosquares's solution](#)

319.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,375 global accepts · Rating: 1700 · first AC: 2025-10-30 · PyPy 3-64 (first AC) · Tags: brute force, implementation
[twosquares's solution](#)

320.

2159A

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

Quality: 8,137 global accepts · Rating: 1700 · first AC: 2025-10-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, interactive
[twosquares's solution](#)

321.

2152D

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

Quality: 6,760 global accepts · Rating: 1700 · first AC: 2025-10-03 · PyPy 3-64 (first AC) · Tags: games, greedy, math
[twosquares's solution](#)

322.

1799C

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

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2025-09-30 · PyPy 3-64 (first AC) · Tags: greedy, strings
[twosquares's solution](#)

323.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,491 global accepts · Rating: 1700 · first AC: 2025-09-20 · PyPy 3-64 (first AC) · Tags: games, greedy
[twosquares's solution](#)

324.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 1700 · first AC: 2025-08-28 · last AC: 2025-08-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive, math
[twosquares's solution](#)

325.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,402 global accepts · Rating: 1700 · first AC: 2025-07-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings
[twosquares's solution](#)

326.

2124D

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

Quality: 8,100 global accepts · Rating: 1700 · first AC: 2025-07-06 · PyPy 3-64 (first AC) · Tags: greedy, sortings, two pointers
[twosquares's solution](#)

327.

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2025-07-02 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings
[twosquares's solution](#)

328.

2112D

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

Quality: 9,444 global accepts · Rating: 1700 · first AC: 2025-06-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[twosquares's solution](#)

329.

2113C

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

Quality: 7,976 global accepts · Rating: 1700 · first AC: 2025-06-15 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy

[twosquares's solution](#)

330.

2118D1

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

Quality: 8,456 global accepts · Rating: 1700 · first AC: 2025-06-12 · last AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[twosquares's solution](#)

331.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1700 · first AC: 2025-06-07 · Rust 2021 (first AC) · Tags: binary search, dp, graphs, shortest paths

[twosquares's solution](#)

332.

2089A

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

Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-05-29 · Rust 2021 (first AC) · Tags: constructive algorithms, number theory

[twosquares's solution](#)

333.

2109C2

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

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-22 · Rust 2021 (first AC) · Tags: constructive algorithms, interactive, math, number theory

[twosquares's solution](#)

334.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · last AC: 2025-04-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[twosquares's solution](#)

335.

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, strings

[twosquares's solution](#)

336.

2045A

[Scrambled Scrabble](#) · [Tutorial](#)

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2025-04-19 · PyPy 3-64 (first AC) · Tags: brute force, greedy

[twosquares's solution](#)

337.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · PyPy 3-64 (first AC) · Tags: dp, implementation

[twosquares's solution](#)

338.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2025-04-09 · last AC: 2025-04-09 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dp, math, strings

[twosquares's solution](#)

339.

2044G1

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

Quality: 7,333 global accepts · Rating: 1700 · first AC: 2025-04-02 · PyPy 3-64 (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees

[twosquares's solution](#)

340.

2041D

[Drunken Maze](#) · [Tutorial](#)

Quality: 4,807 global accepts · Rating: 1700 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[twosquares's solution](#)

341.

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,698 global accepts · Rating: 1700 · first AC: 2025-02-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[twosquares's solution](#)

342.

2031D

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

Quality: 9,678 global accepts · Rating: 1700 · first AC: 2024-11-23 · last AC: 2024-11-23 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[twosquares's solution](#)

343.

1973C

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

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[twosquares's solution](#)

344.

2208D1

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

Quality: 4,206 global accepts · Rating: 1800 · first AC: 2026-04-21 · last AC: 2026-04-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees

[twosquares's solution](#)

345.

2206H

[Reflect Sort](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 1800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[twosquares's solution](#)

346.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,765 global accepts · Rating: 1800 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, sortings

[twosquares's solution](#)

347.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,568 global accepts · Rating: 1800 · first AC: 2025-12-29 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, sortings,

two pointers

[twosquares's solution](#)

348.

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,663 global accepts · Rating: 1800 · first AC: 2025-10-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, dp

[twosquares's solution](#)

349.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-10-05 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[twosquares's solution](#)

350.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,077 global accepts · Rating: 1800 · first AC: 2025-10-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[twosquares's solution](#)

351.

2143D1

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

Quality: 6,396 global accepts · Rating: 1800 · first AC: 2025-09-17 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[twosquares's solution](#)

352.

2138C1

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

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-08 · last AC: 2025-09-12 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[twosquares's solution](#)

353.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[twosquares's solution](#)

354.

2127D

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

Quality: 6,199 global accepts · Rating: 1800 · first AC: 2025-08-07 · PyPy 3-64 (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[twosquares's solution](#)

355.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2025-07-04 · PyPy 3-64 (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[twosquares's solution](#)

356.

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-21 · PyPy 3-64 (first AC) · Tags: combinatorics, math

[twosquares's solution](#)

357.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,830 global accepts · Rating: 1800 · first AC: 2025-05-11 · PyPy 3-64 (first AC) · Tags: brute force, data structures, divide and

conquer, greedy, sortings

[twosquares's solution](#)

358.

2045M

[Mirror Maze](#) · [Tutorial](#)

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2025-04-19 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[twosquares's solution](#)

359.

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2025-04-03 · PyPy 3-64 (first AC) · Tags: combinatorics, math, probabilities, trees

[twosquares's solution](#)

360.

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-03-29 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[twosquares's solution](#)

361.

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,694 global accepts · Rating: 1800 · first AC: 2025-02-28 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[twosquares's solution](#)

362.

2069D

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

Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-02-18 · PyPy 3-64 (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[twosquares's solution](#)

363.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, math, number theory

[twosquares's solution](#)

364.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2026-03-07 · PyPy 3-64 (first AC) · Tags: bitmasks, math, number theory

[twosquares's solution](#)

365.

2190B2

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

Quality: 3,181 global accepts · Rating: 1900 · first AC: 2026-01-17 · PyPy 3-64 (first AC) · Tags: dp, games, implementation, strings

[twosquares's solution](#)

366.

2173D

[Taiga's Carry Chains](#) · [Tutorial](#)

Quality: 3,642 global accepts · Rating: 1900 · first AC: 2026-01-14 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[twosquares's solution](#)

367.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,256 global accepts · Rating: 1900 · first AC: 2025-12-26 · PyPy 3-64 (first AC) · Tags: data structures, dp, greedy, math

[twosquares's solution](#)

368.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,467 global accepts · Rating: 1900 · first AC: 2025-12-26 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[twosquares's solution](#)

369.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,549 global accepts · Rating: 1900 · first AC: 2025-11-20 · PyPy 3-64 (first AC) · Tags: dp, math, sortings

[twosquares's solution](#)

370.

1428D

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

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2025-11-13 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation

[twosquares's solution](#)

371.

2156D

[Find the Last Number](#) · [Tutorial](#)

Quality: 5,375 global accepts · Rating: 1900 · first AC: 2025-10-24 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[twosquares's solution](#)

372.

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[twosquares's solution](#)

373.

2148G

[Farmer John's Last Wish](#) · [Tutorial](#)

Quality: 4,196 global accepts · Rating: 1900 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, number theory

[twosquares's solution](#)

374.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1900 · first AC: 2025-08-24 · PyPy 3-64 (first AC) · Tags: dp, greedy

[twosquares's solution](#)

375.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2025-08-03 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[twosquares's solution](#)

376.

2129C1

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

Quality: 3,862 global accepts · Rating: 1900 · first AC: 2025-07-31 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[twosquares's solution](#)

377.

2128E1

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

Quality: 6,545 global accepts · Rating: 1900 · first AC: 2025-07-27 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, greedy, math

[twosquares's solution](#)

378.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2025-07-02 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[twosquares's solution](#)

379.

2117G

[Omg Graph](#) · [Tutorial](#)

Quality: 5,147 global accepts · Rating: 1900 · first AC: 2025-06-08 · PyPy 3-64 (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings

[twosquares's solution](#)

380.

2111E

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

Quality: 5,408 global accepts · Rating: 1900 · first AC: 2025-06-03 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings

[twosquares's solution](#)

381.

2089B1

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

Quality: 3,236 global accepts · Rating: 1900 · first AC: 2025-05-29 · Rust 2021 (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[twosquares's solution](#)

382.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,623 global accepts · Rating: 1900 · first AC: 2025-05-23 · Rust 2021 (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[twosquares's solution](#)

383.

2073A

[Control Towers](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 1900 · first AC: 2025-05-10 · PyPy 3-64 (first AC) · Tags: —

[twosquares's solution](#)

384.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,658 global accepts · Rating: 1900 · first AC: 2025-03-10 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[twosquares's solution](#)

385.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[twosquares's solution](#)

386.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1900 · first AC: 2025-02-13 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[twosquares's solution](#)

387.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[twosquares's solution](#)

388.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,023 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[twosquares's solution](#)

389.

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-08 · last AC: 2024-12-08 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[twosquares's solution](#)

390.

1294E

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

Quality: 5,179 global accepts · Rating: 1900 · first AC: 2023-05-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[twosquares's solution](#)

391.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2026-05-02 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy

[twosquares's solution](#)

392.

2201C

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

Quality: 1,995 global accepts · Rating: 2000 · first AC: 2026-02-23 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, greedy

[twosquares's solution](#)

393.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · PyPy 3-64 (first AC) · Tags: binary search, divide and conquer, interactive

[twosquares's solution](#)

394.

2179F

[Blackslex and Another RGB Walking](#) · [Tutorial](#)

Quality: 2,751 global accepts · Rating: 2000 · first AC: 2025-12-25 · PyPy 3-64 (first AC) · Tags: communication, constructive algorithms, graphs, interactive, number theory, trees

[twosquares's solution](#)

395.

2181D

[Doorway](#) · [Tutorial](#)

Quality: 1,358 global accepts · Rating: 2000 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[twosquares's solution](#)

396.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,531 global accepts · Rating: 2000 · first AC: 2025-11-20 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, math

[twosquares's solution](#)

397.

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,891 global accepts · Rating: 2000 · first AC: 2025-09-09 · last AC: 2025-09-13 · PyPy 3-64 (first AC) · Tags: data structures, greedy, sortings

[twosquares's solution](#)

398.

2138C2

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

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-08 · last AC: 2025-09-12 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[twosquares's solution](#)

399.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,899 global accepts · Rating: 2000 · first AC: 2025-08-28 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[twosquares's solution](#)

400.

2129C2

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

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[twosquares's solution](#)

401.

2073J

[Gathering Sharks](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2000 · first AC: 2025-05-10 · PyPy 3-64 (first AC) · Tags: —

[twosquares's solution](#)

402.

2103D

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

Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-04-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[twosquares's solution](#)

403.

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2025-04-19 · PyPy 3-64 (first AC) · Tags: math, number theory

[twosquares's solution](#)

404.

2096D

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

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-04-19 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, math

[twosquares's solution](#)

405.

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,311 global accepts · Rating: 2000 · first AC: 2025-03-24 · PyPy 3-64 (first AC) · Tags: data structures, graph matchings, greedy

[twosquares's solution](#)

406.

2041M

[Selection Sort](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2025-03-08 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, two pointers

[twosquares's solution](#)

407.

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp

[twosquares's solution](#)

408.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[twosquares's solution](#)

409.

2063D

[Game With Triangles · Tutorial](#)

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-22 · last AC: 2025-01-22 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[twosquares's solution](#)

410.

2055D

[Scarecrow · Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-12 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math

[twosquares's solution](#)

411.

2057D

[Gifts Order · Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-09 · last AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[twosquares's solution](#)

412.

2048E

[Kevin and Bipartite Graph · Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, greedy

[twosquares's solution](#)

413.

2028D

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

Quality: 3,740 global accepts · Rating: 2000 · first AC: 2024-11-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

[twosquares's solution](#)

414.

1828D1

[Range Sorting \(Easy Version\) · Tutorial](#)

Rating: 2000 · first AC: 2023-05-20 · last AC: 2023-05-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy

[twosquares's solution](#)

415.

1392E

[Omkar and Duck · Tutorial](#)

Quality: 3,748 global accepts · Rating: 2100 · first AC: 2026-05-01 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[twosquares's solution](#)

416.

2183E

[LCM is Legendary Counting Master · Tutorial](#)

Quality: 2,855 global accepts · Rating: 2100 · first AC: 2026-01-07 · PyPy 3-64 (first AC) · Tags: dp, math, number theory

[twosquares's solution](#)

417.

2163D1

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

Quality: 2,731 global accepts · Rating: 2100 · first AC: 2025-11-11 · PyPy 3-64 (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive

[twosquares's solution](#)

418.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, greedy
[twosquares's solution](#)

419.

2145E

[Predicting Popularity](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-07 · last AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings
[twosquares's solution](#)

420.

2152E

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

Quality: 2,779 global accepts · Rating: 2100 · first AC: 2025-10-03 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math
[twosquares's solution](#)

421.

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,442 global accepts · Rating: 2100 · first AC: 2025-08-28 · last AC: 2025-08-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive, math
[twosquares's solution](#)

422.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,791 global accepts · Rating: 2100 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, interactive
[twosquares's solution](#)

423.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees
[twosquares's solution](#)

424.

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,474 global accepts · Rating: 2100 · first AC: 2025-07-11 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math
[twosquares's solution](#)

425.

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,097 global accepts · Rating: 2100 · first AC: 2025-07-07 · PyPy 3-64 (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths
[twosquares's solution](#)

426.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,828 global accepts · Rating: 2100 · first AC: 2025-07-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math
[twosquares's solution](#)

427.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,983 global accepts · Rating: 2100 · first AC: 2025-06-01 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees
[twosquares's solution](#)

428.

2045I

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

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures
[twosquares's solution](#)

429.

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,845 global accepts · Rating: 2100 · first AC: 2025-03-29 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, graphs, math
[twosquares's solution](#)

430.

2061F1

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

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · PyPy 3-64 (first AC) · Tags: greedy, implementation
[twosquares's solution](#)

431.

2047E

[Adventurers](#) · [Tutorial](#)

Rating: 2100 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy, implementation
[twosquares's solution](#)

432.

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees
[twosquares's solution](#)

433.

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2026-05-02 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, implementation, math, number theory
[twosquares's solution](#)

434.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2026-05-02 · PyPy 3-64 (first AC) · Tags: dp, graphs, math, number theory
[twosquares's solution](#)

435.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-08 · last AC: 2026-03-08 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees
[twosquares's solution](#)

436.

2206C

[Upside Down Dijkstra](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar
[twosquares's solution](#)

437.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2026-03-07 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees
[twosquares's solution](#)

438.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees
[twosquares's solution](#)

439.

2179G

[Blackslex and Penguin Migration](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2200 · first AC: 2025-12-25 · PyPy 3-64 (first AC) · Tags: brute force, interactive, math
[twosquares's solution](#)

440.

2170D

[Almost Roman](#) · [Tutorial](#)

Quality: 1,683 global accepts · Rating: 2200 · first AC: 2025-11-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation
[twosquares's solution](#)

441.

1428E

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

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2025-11-13 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, math, sortings
[twosquares's solution](#)

442.

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-05 · PyPy 3-64 (first AC) · Tags: games, greedy, math
[twosquares's solution](#)

443.

2143D2

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

Quality: 2,771 global accepts · Rating: 2200 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers
[twosquares's solution](#)

444.

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 2200 · first AC: 2025-09-15 · last AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp
[twosquares's solution](#)

445.

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,109 global accepts · Rating: 2200 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp
[twosquares's solution](#)

446.

2089C1

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

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-05-29 · last AC: 2025-07-27 · PyPy 3-64 (first AC) · Tags: dp, games, math, probabilities
[twosquares's solution](#)

447.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-28 · PyPy 3-64 (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees
[twosquares's solution](#)

448.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-06-15 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[twosquares's solution](#)

449.

2118D2

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

Quality: 2,498 global accepts · Rating: 2200 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[twosquares's solution](#)

450.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[twosquares's solution](#)

451.

2073G

[Corrupted File](#) · [Tutorial](#)

Quality: 926 global accepts · Rating: 2200 · first AC: 2025-05-10 · PyPy 3-64 (first AC) · Tags: —

[twosquares's solution](#)

452.

2108D

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

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-01 · PyPy 3-64 (first AC) · Tags: binary search, brute force, implementation, interactive

[twosquares's solution](#)

453.

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2025-04-19 · PyPy 3-64 (first AC) · Tags: graphs, math, shortest paths

[twosquares's solution](#)

454.

2045H

[Missing Separators](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2200 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings, string suffix structures, strings

[twosquares's solution](#)

455.

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,153 global accepts · Rating: 2200 · first AC: 2025-03-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory

[twosquares's solution](#)

456.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-27 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[twosquares's solution](#)

457.

2060F

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

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, number theory

[twosquares's solution](#)

458.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-01-17 · PyPy 3-64 (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[twosquares's solution](#)

459.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[twosquares's solution](#)

460.

1832E

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

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2023-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp

[twosquares's solution](#)

461.

2190C

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

Quality: 1,293 global accepts · Rating: 2300 · first AC: 2026-01-17 · PyPy 3-64 (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[twosquares's solution](#)

462.

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2025-12-29 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[twosquares's solution](#)

463.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2025-12-26 · PyPy 3-64 (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[twosquares's solution](#)

464.

2181J

[Jinx or Jackpot](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2300 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, probabilities

[twosquares's solution](#)

465.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2300 · first AC: 2025-10-12 · PyPy 3-64 (first AC) · Tags: combinatorics, graph matchings, math

[twosquares's solution](#)

466.

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,645 global accepts · Rating: 2300 · first AC: 2025-08-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[twosquares's solution](#)

467.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,402 global accepts · Rating: 2300 · first AC: 2025-08-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[twosquares's solution](#)

468.

2129C3

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

Quality: 1,664 global accepts · Rating: 2300 · first AC: 2025-07-31 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[twosquares's solution](#)

469.

2124F1

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

Quality: 1,572 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[twosquares's solution](#)

470.

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,243 global accepts · Rating: 2300 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings

[twosquares's solution](#)

471.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · PyPy 3-64 (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[twosquares's solution](#)

472.

2041I

[Auto Complete](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2300 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, hashing, implementation, sortings, strings, trees

[twosquares's solution](#)

473.

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2025-03-08 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math

[twosquares's solution](#)

474.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2300 · first AC: 2025-02-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[twosquares's solution](#)

475.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-23 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[twosquares's solution](#)

476.

2206F

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

Quality: 423 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, number theory

[twosquares's solution](#)

477.

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2026-01-07 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[twosquares's solution](#)

478.

2181G

[Greta's Game](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, greedy, math
[twosquares's solution](#)

479.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-17 · last AC: 2025-09-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, strings
[twosquares's solution](#)

480.

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,428 global accepts · Rating: 2400 · first AC: 2025-06-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, geometry, greedy, math
[twosquares's solution](#)

481.

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-03 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, math
[twosquares's solution](#)

482.

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-05-28 · Rust 2021 (first AC) · Tags: combinatorics, dp, strings
[twosquares's solution](#)

483.

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-05-03 · PyPy 3-64 (first AC) · Tags: dp, greedy, sortings
[twosquares's solution](#)

484.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-27 · PyPy 3-64 (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory
[twosquares's solution](#)

485.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,793 global accepts · Rating: 2400 · first AC: 2025-04-21 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers
[twosquares's solution](#)

486.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-04-20 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings
[twosquares's solution](#)

487.

2041F

[Segmentation Folds](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2400 · first AC: 2025-03-08 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, number theory
[twosquares's solution](#)

488.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-12-22 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[twosquares's solution](#)

489.

1973D

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

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math

[twosquares's solution](#)

490.

2206E

[Parallel Sums](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2500 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry

[twosquares's solution](#)

491.

2206B

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

Quality: 350 global accepts · Rating: 2500 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, games, trees

[twosquares's solution](#)

492.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2500 · first AC: 2026-01-08 · last AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[twosquares's solution](#)

493.

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2025-12-30 · last AC: 2025-12-30 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[twosquares's solution](#)

494.

2163D2

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

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2025-11-11 · PyPy 3-64 (first AC) · Tags: binary search, interactive, math, sortings

[twosquares's solution](#)

495.

2156E

[Best Time to Buy and Sell Stock](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2500 · first AC: 2025-10-26 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, dp, games, graphs, greedy

[twosquares's solution](#)

496.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2025-10-12 · PyPy 3-64 (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[twosquares's solution](#)

497.

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2500 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[twosquares's solution](#)

498.

2117H

[Incessant Rain](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2025-06-12 · PyPy 3-64 (first AC) · Tags: data structures, divide and conquer, sortings
[twosquares's solution](#)

499.

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-01-17 · PyPy 3-64 (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math
[twosquares's solution](#)

500.

2129D

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

Quality: 951 global accepts · Rating: 2600 · first AC: 2025-08-01 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dp, implementation, math
[twosquares's solution](#)

501.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2600 · first AC: 2025-07-19 · last AC: 2025-07-19 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, greedy, math
[twosquares's solution](#)

502.

2109C3

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

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-05-22 · Rust 2021 (first AC) · Tags: constructive algorithms, interactive, math, number theory
[twosquares's solution](#)

503.

2107E

[Ain and Apple Tree](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2025-05-05 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees
[twosquares's solution](#)

504.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-23 · last AC: 2025-04-23 · PyPy 3-64 (first AC) · Tags: dp, games
[twosquares's solution](#)

505.

2045J

[Xorderable Array](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 2600 · first AC: 2025-04-19 · last AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures
[twosquares's solution](#)

506.

2085F1

[Serval and Colorful Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 784 global accepts · Rating: 2600 · first AC: 2025-03-26 · PyPy 3-64 (first AC) · Tags: data structures, greedy
[twosquares's solution](#)

507.

2045E

[Narrower Passageway](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2700 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures
[twosquares's solution](#)

508.

2041J

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

Quality: 265 global accepts · Rating: 2700 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, dsu, greedy

[twosquares's solution](#)

509.

2182G

[Short Garland](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2800 · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[twosquares's solution](#)

510.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[twosquares's solution](#)

511.

2150E2

[Hidden Single \(Version 2\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-24 · PyPy 3-64 (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[twosquares's solution](#)

512.

2085F2

[Serval and Colorful Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-03-26 · last AC: 2025-03-26 · PyPy 3-64 (first AC) · Tags: data structures, greedy

[twosquares's solution](#)

513.

2045L

[Buggy DFS](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3000 · first AC: 2025-04-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[twosquares's solution](#)

514.

2045F

[Grid Game 3-angle](#) · [Tutorial](#)

Quality: 154 global accepts · Rating: 3000 · first AC: 2025-04-19 · PyPy 3-64 (first AC) · Tags: games, math

[twosquares's solution](#)

515.

2041K

[Trophic Balance Species](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3100 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, graphs

[twosquares's solution](#)

516.

2181C

[Cacti Classification](#) · [Tutorial](#)

Quality: 148 global accepts · Rating: 3200 · first AC: 2025-12-23 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, interactive, math

[twosquares's solution](#)

517.

2178I

[Numbers or Fireworks](#) · [Tutorial](#)

Quality: 219 global accepts · Rating: 3300 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, graphs

[twosquares's solution](#)

518.

2180G

[Balance](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2026-01-04 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, implementation, math
[twosquares's solution](#)

519.

2084G2

[Wish Upon a Satellite \(Hard Version\)](#) · [Tutorial](#)

Quality: 108 global accepts · Rating: 3500 · first AC: 2025-04-23 · last AC: 2025-04-23 · PyPy 3-64 (first AC) · Tags: data structures, dp
[twosquares's solution](#)

520.

106414H

[NP-hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · PyPy 3-64 (first AC) · Tags: —
[twosquares's solution](#)

521.

106414K

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[twosquares's solution](#)

522.

106414I

[Ultimate Nim](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · PyPy 3-64 (first AC) · Tags: —
[twosquares's solution](#)

523.

106414J

[Superset Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[twosquares's solution](#)

524.

106414D

[Doubting Thomas](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[twosquares's solution](#)

525.

106414G

[Longest Step-function Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · PyPy 3-64 (first AC) · Tags: —
[twosquares's solution](#)

526.

106414B

[The String Only Contains a, b, and c](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[twosquares's solution](#)

527.

106414F

[Approximate Three Sum](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[twosquares's solution](#)

528.

106414L

[MEXpected Value](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[twosquares's solution](#)

529.

106414E

[BABA IS LOCKED](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[twosquares's solution](#)

530.

106414A

[Fold Distance](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[twosquares's solution](#)

531.

106414N

[Primemas](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[twosquares's solution](#)

532.

106463A

[Circular Board Game](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-06 · PyPy 3-64 (first AC) · Tags: —
[twosquares's solution](#)

533.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,137 global accepts · Rating: — · first AC: 2026-04-04 · PyPy 3-64 (first AC) · Tags: *special, graph matchings, implementation
[twosquares's solution](#)

534.

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,274 global accepts · Rating: — · first AC: 2026-04-04 · PyPy 3-64 (first AC) · Tags: *special, strings
[twosquares's solution](#)

535.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,546 global accepts · Rating: — · first AC: 2026-04-04 · PyPy 3-64 (first AC) · Tags: *special, brute force, games, interactive
[twosquares's solution](#)

536.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,571 global accepts · Rating: — · first AC: 2026-04-04 · PyPy 3-64 (first AC) · Tags: *special, strings
[twosquares's solution](#)

537.

106252G

[Collision Damage](#) · [Tutorial](#)

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

538.

106252K

[Relay Jump](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-13 · PyPy 3-64 (first AC) · Tags: —
[twosquares's solution](#)

539.

106252M

[The End?](#) · [Tutorial](#)

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

540.

106252B

[Buggy Painting Software I](#) · [Tutorial](#)

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

541.

106252I

[Volunteer Simulator](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-13 · PyPy 3-64 (first AC) · Tags: —
[twosquares's solution](#)

542.

106250C

[Busy Beaver's Faulty Machine](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[twosquares's solution](#)

543.

104937C

[Square Coloring Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · PyPy 3-64 (first AC) · Tags: —
[twosquares's solution](#)

544.

104937A

[Multisets](#) · [Tutorial](#)

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

545.

106197E

[Connected Squares](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · PyPy 3-64 (first AC) · Tags: —
[twosquares's solution](#)

546.

106197G

[Subsequence MEX II](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[twosquares's solution](#)

547.

106197H

[World Emperor](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · PyPy 3-64 (first AC) · Tags: —
[twosquares's solution](#)

548.

106197F

[XOR Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[twosquares's solution](#)

549.

106197D

[Thomas Trade](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[twosquares's solution](#)

550.

106197C

[Divisor Lattice](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[twosquares's solution](#)

551.

106197B

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

Rating: — · first AC: 2025-11-23 · PyPy 3-64 (first AC) · Tags: —

[twosquares's solution](#)

552.

106197K

[Chain of Suspicion](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[twosquares's solution](#)

553.

106197I

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · PyPy 3-64 (first AC) · Tags: —

[twosquares's solution](#)

554.

106197L

[Not a Magic Square](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[twosquares's solution](#)

555.

106197N

[Solvable Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[twosquares's solution](#)

556.

106197A

[Hinge Arch](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[twosquares's solution](#)

557.

106197O

[Stringmas](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[twosquares's solution](#)

558.

106124H

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

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[twosquares's solution](#)

559.

106124B

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

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[twosquares's solution](#)

560.

106124D

[Dune Dash](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[twosquares's solution](#)

561.

106124E

[Egyptian Equality](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · PyPy 3-64 (first AC) · Tags: —

[twosquares's solution](#)

562.

106124G

[Gotta Trade Some of 'Em](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · PyPy 3-64 (first AC) · Tags: —

[twosquares's solution](#)

563.

106124I

[Instagram](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[twosquares's solution](#)

564.

106124C

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

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[twosquares's solution](#)

565.

106124A

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

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[twosquares's solution](#)

566.

106124K

[km/h](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[twosquares's solution](#)

567.

104012D

[Dice Grid](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-06 · PyPy 3-64 (first AC) · Tags: —

[twosquares's solution](#)

568.

104012K

[K-Shaped Figures](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[twosquares's solution](#)

569.

104012B

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

Rating: — · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[twosquares's solution](#)

570.

104012M

[Mex and Cards](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[twosquares's solution](#)

571.

104012E

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

Rating: — · first AC: 2025-11-06 · PyPy 3-64 (first AC) · Tags: —

[twosquares's solution](#)

572.

104012L

[Limited Swaps](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[twosquares's solution](#)

573.

104012C

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[twosquares's solution](#)

574.

104012N

[New Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[twosquares's solution](#)

575.

104012A

[Absolutely Flat](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[twosquares's solution](#)

576.

103081M

[Fantasmagorie](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · PyPy 3-64 (first AC) · Tags: —
[twosquares's solution](#)

577.

103081G

[Decoration](#) · [Tutorial](#)

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

578.

103081L

[Restaurants](#) · [Tutorial](#)

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

579.

103081H

[Figurines](#) · [Tutorial](#)

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

580.

103081D

[Jogging](#) · [Tutorial](#)

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

581.

103081I

[Emails](#) · [Tutorial](#)

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

582.

103081F

[Mentors](#) · [Tutorial](#)

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

583.

103081C

[Safe Distance](#) · [Tutorial](#)

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

584.

103081K

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

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

585.

103081E

[Cakes](#) · [Tutorial](#)

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

586.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · PyPy 3-64 (first AC) · Tags: —
[twosquares's solution](#)

587.

104196D

[Downsizing](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[twosquares's solution](#)

588.

104945G

[Favourite dish](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · last AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[twosquares's solution](#)

589.

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[twosquares's solution](#)

590.

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[twosquares's solution](#)

591.

104945B

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

Rating: — · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[twosquares's solution](#)

592.

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[twosquares's solution](#)

593.

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[twosquares's solution](#)

594.

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[twosquares's solution](#)

595.

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[twosquares's solution](#)

596.

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[twosquares's solution](#)

597.

104017K

[Gastronomic Event](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[twosquares's solution](#)

598.

104017B

[Drone Photo](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[twosquares's solution](#)

599.

104017L

[Circular Maze](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · PyPy 3-64 (first AC) · Tags: —
[twosquares's solution](#)

600.

104017C

[Il Derby della Madonnina](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[twosquares's solution](#)

601.

104017E

[Evolution of Weasels](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · PyPy 3-64 (first AC) · Tags: —
[twosquares's solution](#)

602.

104017I

[Antennas](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[twosquares's solution](#)

603.

104017D

[Ice Cream Shop](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[twosquares's solution](#)

604.

104017J

[Boundary](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · PyPy 3-64 (first AC) · Tags: —
[twosquares's solution](#)

605.

104017F

[Bottle Arrangements](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[twosquares's solution](#)

606.

104017A

[Organizing SWERC](#) · [Tutorial](#)

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607.

104757G

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608.

103102M

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609.

103102B

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610.

103102E

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611.

105327C

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612.

105327I

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613.

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614.

105327K

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619.

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621.

105633K

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623.

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624.

105633I

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105633F

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626.

105633E

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627.

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628.

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[twosquares's solution](#)

629.

105446G

[Word Search](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · PyPy 3-64 (first AC) · Tags: —
[twosquares's solution](#)

630.

105837D

[Indivisible Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · PyPy 3-64 (first AC) · Tags: —
[twosquares's solution](#)

631.

105822E

[Anti-Sorting Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-07 · PyPy 3-64 (first AC) · Tags: —
[twosquares's solution](#)

632.

2095I

[Mysterious Script](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, expression parsing, number theory
[twosquares's solution](#)

633.

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, geometry
[twosquares's solution](#)

634.

2095G

[Definitely a Geometry Problem](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, geometry
[twosquares's solution](#)

635.

2095E

[Pair Count](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, number theory
[twosquares's solution](#)

636.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 6,001 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, games, interactive
[twosquares's solution](#)

637.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, string suffix structures
[twosquares's solution](#)

638.

105562C

[Connect Five](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-22 · PyPy 3-64 (first AC) · Tags: —
[twosquares's solution](#)

639.

105677B

[Divine Gifting](#) · Tutorial

Rating: — · first AC: 2025-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[twosquares's solution](#)

640.

105677D

[Temple Architecture](#) · Tutorial

Rating: — · first AC: 2025-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[twosquares's solution](#)

641.

105677G

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

Rating: — · first AC: 2025-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —
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642.

105677I

[Divination](#) · Tutorial

Rating: — · first AC: 2025-02-15 · PyPy 3-64 (first AC) · Tags: —
[twosquares's solution](#)

643.

105677M

[Ook? Ook!](#) · Tutorial

Rating: — · first AC: 2025-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —
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644.

105677H

[The king of SWERC](#) · Tutorial

Rating: — · first AC: 2025-02-15 · PyPy 3-64 (first AC) · Tags: —
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645.

104614D

[Determining Nucleotide Assortments](#) · Tutorial

Rating: — · first AC: 2024-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[twosquares's solution](#)

646.

104941D

[Dangerous Driving](#) · Tutorial

Rating: — · first AC: 2024-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[twosquares's solution](#)

647.

104941E

[Even Walk](#) · Tutorial

Rating: — · first AC: 2024-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —
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648.

104941F

[Fun Tournament](#) · Tutorial

Rating: — · first AC: 2024-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[twosquares's solution](#)

649.

104941B

[Buying Croissants](#) · Tutorial

Rating: — · first AC: 2024-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[twosquares's solution](#)

650.

104941A

[Ancient Math](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —
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651.

101555B

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Rating: — · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —
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652.

101555D

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[twosquares's solution](#)

653.

101555A

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[twosquares's solution](#)

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101555C

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