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# Unique solved — ub33

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

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Count: 2,517

- 1.**  
2211A  
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- 2.**  
1176A  
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- 3.**  
2204B  
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2204A  
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2189A  
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- 6.**  
873A  
[Chores](#) · [Tutorial](#)  
Quality: 10,595 global accepts · Rating: 800 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation  
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- 7.**  
1689A  
[Lex String](#) · [Tutorial](#)  
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- 8.**  
1398B  
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- 9.**  
1398A  
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**10.**

1230A

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**11.**

2184A

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**12.**

2179B

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Quality: 28,345 global accepts · Rating: 800 · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation  
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**13.**

1829C

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**14.**

1829B

[Blank Space](#) · [Tutorial](#)

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**15.**

1829A

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**16.**

2183A

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**17.**

1926B

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**18.**

1926A

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**19.**

1674B

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**20.**

2091B

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**21.**

2091A

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**22.**

2182B

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**23.**

2182A

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**24.**

2180B

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**25.**

2180A

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**26.**

2176A

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**27.**

2170A

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**28.**

2163A

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**29.**

2164A

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**30.**

1834A

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**31.**

2156A

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**32.**

2127A

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**33.**

2114A

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**34.**

2070A

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2125A

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**36.**

2122A

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**37.**

2124A

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**38.**

2119A

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1836A

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**40.**

2013A

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2113A

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**42.**

2107A

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**43.**

2104A

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**44.**

2103A

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**45.**

2096A

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**46.**

2093A

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**47.**

2084A

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**48.**

2086A

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**49.**

2092A

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**50.**

2075A

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**51.**

2071A

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**52.**

2072A

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

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**53.**

2069A

[Was there an Array?](#) · [Tutorial](#)

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**54.**

2064A

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**55.**

2062A

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**56.**

2059A

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2063A

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**58.**

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**59.**

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**60.**

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[Waiting for...](#) · [Tutorial](#)

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**64.**

2057A

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**65.**

2053A

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**66.**

2043A

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**67.**

2051B

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**68.**

2051A

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**69.**

2049A

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**70.**

2048A

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**71.**

2044B

[Normal Problem](#) · [Tutorial](#)

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**72.**

2044A

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**73.**

2040A

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**74.**

2050A

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**75.**

2042A

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**76.**

2039A

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**77.**

2029A

[Set](#) · [Tutorial](#)

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**78.**

2032A

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**79.**

2035A

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**80.**

2030B

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**81.**

2030A

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**82.**

2022A

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**83.**

1929A

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**84.**

1573A

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**85.**

1684A

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**86.**

1684B

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**87.**

2020A

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**88.**

2002A

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**89.**

1993A

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**90.**

1991A

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**91.**

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**92.**

1995A

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**93.**

1994A

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**94.**

1987A

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**95.**

1984A

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**96.**

1515A

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**97.**

1975A

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**98.**

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,180 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[ub33's solution](#)

**99.**

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,676 global accepts · Rating: 800 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[ub33's solution](#)

**100.**

1956B

[Nene and the Card Game](#) · [Tutorial](#)

Quality: 22,932 global accepts · Rating: 800 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[ub33's solution](#)

**101.**

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,195 global accepts · Rating: 800 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, games, greedy

[ub33's solution](#)

**102.**

1942A

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

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

[ub33's solution](#)

**103.**

1946A

[Median of an Array](#) · [Tutorial](#)

Quality: 28,573 global accepts · Rating: 800 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[ub33's solution](#)

**104.**

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,320 global accepts · Rating: 800 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[ub33's solution](#)

**105.**

1948A

[Special Characters](#) · [Tutorial](#)

Quality: 30,996 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms  
[ub33's solution](#)

**106.**

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[ub33's solution](#)

**107.**

1941A

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

Quality: 47,702 global accepts · Rating: 800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[ub33's solution](#)

**108.**

1935A

[Entertainment in MAC](#) · [Tutorial](#)

Quality: 30,327 global accepts · Rating: 800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings  
[ub33's solution](#)

**109.**

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,376 global accepts · Rating: 800 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math  
[ub33's solution](#)

**110.**

1899A

[Game with Integers](#) · [Tutorial](#)

Quality: 92,822 global accepts · Rating: 800 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory  
[ub33's solution](#)

**111.**

959A

[Mahmoud and Ehab and the even-odd game](#) · [Tutorial](#)

Quality: 55,676 global accepts · Rating: 800 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: games, math  
[ub33's solution](#)

**112.**

1930A

[Maximise The Score](#) · [Tutorial](#)

Quality: 20,288 global accepts · Rating: 800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[ub33's solution](#)

**113.**

1928A

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

Quality: 24,424 global accepts · Rating: 800 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math  
[ub33's solution](#)

**114.**

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[ub33's solution](#)

**115.**

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[ub33's solution](#)

**116.**

1916A

[2023](#) · [Tutorial](#)

Quality: 28,315 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[ub33's solution](#)

**117.**

1612A

[Distance](#) · [Tutorial](#)

Quality: 18,211 global accepts · Rating: 800 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[ub33's solution](#)

**118.**

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,930 global accepts · Rating: 800 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[ub33's solution](#)

**119.**

1633B

[Minority](#) · [Tutorial](#)

Quality: 29,403 global accepts · Rating: 800 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[ub33's solution](#)

**120.**

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,024 global accepts · Rating: 800 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[ub33's solution](#)

**121.**

1644B

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

Quality: 21,324 global accepts · Rating: 800 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[ub33's solution](#)

**122.**

1644A

[Doors and Keys](#) · [Tutorial](#)

Quality: 28,640 global accepts · Rating: 800 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ub33's solution](#)

**123.**

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,599 global accepts · Rating: 800 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: strings

[ub33's solution](#)

**124.**

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[ub33's solution](#)

**125.**

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,153 global accepts · Rating: 800 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[ub33's solution](#)

**126.**

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,389 global accepts · Rating: 800 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: sortings  
[ub33's solution](#)

**127.**

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,378 global accepts · Rating: 800 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[ub33's solution](#)

**128.**

1898A

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

Quality: 17,426 global accepts · Rating: 800 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings  
[ub33's solution](#)

**129.**

1895B

[Points and Minimum Distance](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings  
[ub33's solution](#)

**130.**

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,922 global accepts · Rating: 800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: math  
[ub33's solution](#)

**131.**

1891A

[Sorting with Twos](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 800 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings  
[ub33's solution](#)

**132.**

1468E

[Four Segments](#) · [Tutorial](#)

Quality: 9,818 global accepts · Rating: 800 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[ub33's solution](#)

**133.**

1881A

[Don't Try to Count](#) · [Tutorial](#)

Quality: 59,381 global accepts · Rating: 800 · first AC: 2023-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings  
[ub33's solution](#)

**134.**

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,445 global accepts · Rating: 800 · first AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory  
[ub33's solution](#)

**135.**

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[ub33's solution](#)

**136.**

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,219 global accepts · Rating: 800 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[ub33's solution](#)

**137.**

1878A

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

Quality: 78,713 global accepts · Rating: 800 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[ub33's solution](#)

**138.**

1882A

[Increasing Sequence · Tutorial](#)

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[ub33's solution](#)

**139.**

1879A

[Rigged! · Tutorial](#)

Quality: 24,522 global accepts · Rating: 800 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[ub33's solution](#)

**140.**

1873D

[1D Eraser · Tutorial](#)

Quality: 43,016 global accepts · Rating: 800 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers  
[ub33's solution](#)

**141.**

1873C

[Target Practice · Tutorial](#)

Quality: 70,041 global accepts · Rating: 800 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[ub33's solution](#)

**142.**

1873B

[Good Kid · Tutorial](#)

Quality: 62,710 global accepts · Rating: 800 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math  
[ub33's solution](#)

**143.**

1873A

[Short Sort · Tutorial](#)

Quality: 71,418 global accepts · Rating: 800 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[ub33's solution](#)

**144.**

1870A

[MEXanized Array · Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[ub33's solution](#)

**145.**

1746B

[Rebellion · Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2023-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers  
[ub33's solution](#)

**146.**

1746A

[Maxmina · Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2023-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[ub33's solution](#)

**147.**

1867A

[green gold dog array and permutation · Tutorial](#)

Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings  
[ub33's solution](#)

**148.**

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,383 global accepts · Rating: 800 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[ub33's solution](#)

**149.**

1864A

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

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ub33's solution](#)

**150.**

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,945 global accepts · Rating: 800 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[ub33's solution](#)

**151.**

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ub33's solution](#)

**152.**

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,116 global accepts · Rating: 800 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ub33's solution](#)

**153.**

1846A

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

Quality: 34,783 global accepts · Rating: 800 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ub33's solution](#)

**154.**

1847A

[The Man who became a God](#) · [Tutorial](#)

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[ub33's solution](#)

**155.**

1845A

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

Quality: 47,386 global accepts · Rating: 800 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[ub33's solution](#)

**156.**

1842A

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

Quality: 20,797 global accepts · Rating: 800 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[ub33's solution](#)

**157.**

1833C

[Vlad Building Beautiful Array](#) · [Tutorial](#)

Quality: 27,898 global accepts · Rating: 800 · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[ub33's solution](#)

**158.**

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,085 global accepts · Rating: 800 · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[ub33's solution](#)

**159.**

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,976 global accepts · Rating: 800 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: strings

[ub33's solution](#)

**160.**

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 800 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation

[ub33's solution](#)

**161.**

1805B

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

Quality: 19,976 global accepts · Rating: 800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[ub33's solution](#)

**162.**

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,956 global accepts · Rating: 800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force

[ub33's solution](#)

**163.**

1810B

[Candies](#) · [Tutorial](#)

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

[ub33's solution](#)

**164.**

1810A

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

Quality: 21,912 global accepts · Rating: 800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[ub33's solution](#)

**165.**

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,485 global accepts · Rating: 800 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

[ub33's solution](#)

**166.**

1804A

[Lame King](#) · [Tutorial](#)

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

[ub33's solution](#)

**167.**

1794A

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

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: strings

[ub33's solution](#)

**168.**

1796A

[Typical Interview Problem](#) · [Tutorial](#)

Quality: 19,686 global accepts · Rating: 800 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[ub33's solution](#)

**169.**

1799A

[Recent Actions](#) · [Tutorial](#)

Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, math

[ub33's solution](#)

## 170.

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,964 global accepts · Rating: 800 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ub33's solution](#)

## 171.

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,979 global accepts · Rating: 800 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[ub33's solution](#)

## 172.

1783A

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

Quality: 48,760 global accepts · Rating: 800 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, sortings

[ub33's solution](#)

## 173.

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[ub33's solution](#)

## 174.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[ub33's solution](#)

## 175.

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,669 global accepts · Rating: 800 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[ub33's solution](#)

## 176.

1763A

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

Quality: 17,000 global accepts · Rating: 800 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[ub33's solution](#)

## 177.

1772B

[Matrix Rotation](#) · [Tutorial](#)

Quality: 33,101 global accepts · Rating: 800 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[ub33's solution](#)

## 178.

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,438 global accepts · Rating: 800 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ub33's solution](#)

## 179.

1774A

[Add Plus Minus Sign](#) · [Tutorial](#)

Quality: 23,532 global accepts · Rating: 800 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[ub33's solution](#)

**180.**

1762A

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

Quality: 20,589 global accepts · Rating: 800 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory  
[ub33's solution](#)

**181.**

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,065 global accepts · Rating: 800 · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation  
[ub33's solution](#)

**182.**

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[ub33's solution](#)

**183.**

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,456 global accepts · Rating: 800 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[ub33's solution](#)

**184.**

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,643 global accepts · Rating: 800 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms  
[ub33's solution](#)

**185.**

1750B

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

Quality: 16,816 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation  
[ub33's solution](#)

**186.**

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math  
[ub33's solution](#)

**187.**

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,486 global accepts · Rating: 800 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[ub33's solution](#)

**188.**

1740B

[Jumbo Extra Cheese 2](#) · [Tutorial](#)

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, sortings  
[ub33's solution](#)

**189.**

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,161 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory  
[ub33's solution](#)

**190.**

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,304 global accepts · Rating: 800 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[ub33's solution](#)

**191.**

620A

[Professor GukiZ's Robot](#) · [Tutorial](#)

Quality: 14,348 global accepts · Rating: 800 · first AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[ub33's solution](#)

**192.**

1743B

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

Quality: 23,194 global accepts · Rating: 800 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[ub33's solution](#)

**193.**

1743A

[Password](#) · [Tutorial](#)

Quality: 29,547 global accepts · Rating: 800 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, implementation, math  
[ub33's solution](#)

**194.**

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,432 global accepts · Rating: 800 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[ub33's solution](#)

**195.**

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[ub33's solution](#)

**196.**

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[ub33's solution](#)

**197.**

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,856 global accepts · Rating: 800 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[ub33's solution](#)

**198.**

1704A

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

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · last AC: 2022-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[ub33's solution](#)

**199.**

1725A

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

Quality: 10,135 global accepts · Rating: 800 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: math  
[ub33's solution](#)

**200.**

1720B

[Interesting Sum](#) · [Tutorial](#)

Quality: 22,415 global accepts · Rating: 800 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, sortings  
[ub33's solution](#)

**201.**

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,596 global accepts · Rating: 800 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[ub33's solution](#)

## 202.

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ub33's solution](#)

## 203.

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ub33's solution](#)

## 204.

1699A

[The Third Three Number Problem](#) · [Tutorial](#)

Quality: 24,780 global accepts · Rating: 800 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[ub33's solution](#)

## 205.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[ub33's solution](#)

## 206.

1625A

[Ancient Civilization](#) · [Tutorial](#)

Quality: 18,286 global accepts · Rating: 800 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[ub33's solution](#)

## 207.

1616A

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

Quality: 23,829 global accepts · Rating: 800 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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## 208.

1617A

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

Quality: 17,008 global accepts · Rating: 800 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

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## 209.

1608A

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## 210.

1592A

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

[ub33's solution](#)

## 211.

1498A

[GCD Sum](#) · [Tutorial](#)

Quality: 24,713 global accepts · Rating: 800 · first AC: 2021-04-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[ub33's solution](#)

**212.**

1466B

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

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[ub33's solution](#)

**213.**

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[ub33's solution](#)

**214.**

1461A

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

Quality: 19,000 global accepts · Rating: 800 · first AC: 2020-12-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[ub33's solution](#)

**215.**

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[ub33's solution](#)

**216.**

1455A

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Quality: 27,411 global accepts · Rating: 800 · first AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[ub33's solution](#)

**217.**

1451A

[Subtract or Divide](#) · [Tutorial](#)

Quality: 25,282 global accepts · Rating: 800 · first AC: 2020-11-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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**218.**

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,119 global accepts · Rating: 800 · first AC: 2020-11-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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**219.**

1452A

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[ub33's solution](#)

**220.**

1437A

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[ub33's solution](#)

**221.**

1400A

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

Quality: 27,968 global accepts · Rating: 800 · first AC: 2020-08-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

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**222.**

1369A

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Quality: 39,125 global accepts · Rating: 800 · first AC: 2020-06-23 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[ub33's solution](#)

**223.**

1352A

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**224.**

1348A

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**225.**

1343B

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**226.**

1335A

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Quality: 104,818 global accepts · Rating: 800 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: math  
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**227.**

1325B

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**228.**

1325A

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**229.**

1312A

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**230.**

1316A

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**231.**

1305A

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**232.**

1307A

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**233.**

1304A

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**234.**

1301A

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**235.**

1300A

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1303A

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1296A

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Quality: 48,351 global accepts · Rating: 800 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: math  
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**238.**

1285A

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**239.**

1284A

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**240.**

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**241.**

1255A

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Quality: 17,987 global accepts · Rating: 800 · first AC: 2019-11-19 · GNU C++11 (first AC) · Tags: math  
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1257A

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**243.**

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**244.**

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1228A

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**246.**

1220A

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Quality: 32,800 global accepts · Rating: 800 · first AC: 2019-09-20 · GNU C++11 (first AC) · Tags: implementation, sortings, strings

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**247.**

1194A

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**248.**

1180A

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**249.**

1154A

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1144A

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1136A

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[ub33's solution](#)

**252.**

1139A

[Even Substrings](#) · [Tutorial](#)

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**253.**

1106A

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1617B

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1689B

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**256.**

1354A

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**257.**

2114B

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**258.**

2125B

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**259.**

2013B

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Quality: 28,252 global accepts · Rating: 900 · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[ub33's solution](#)

**260.**

2093B

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**261.**

2085A

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**262.**

2072B

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

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**263.**

2028A

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[ub33's solution](#)

**264.**

2062B

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**265.**

2060C

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**266.**

2048B

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Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
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**267.**

2042B

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**268.**

2026A

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**269.**

2035B

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**270.**

2005A

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**271.**

1973A

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**272.**

1954A

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**273.**

1945B

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Quality: 26,209 global accepts · Rating: 900 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
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**274.**

1941C

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**275.**

1612B

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1900B

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**277.**

1896B

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**278.**

1468N

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1881B

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**280.**

1878C

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

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**281.**

1879B

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Quality: 25,079 global accepts · Rating: 900 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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**282.**

1848A

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**283.**

1860A

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Quality: 23,576 global accepts · Rating: 900 · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

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**284.**

1856B

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**285.**

1845B

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Quality: 23,707 global accepts · Rating: 900 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math

[ub33's solution](#)

**286.**

1833B

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Quality: 29,623 global accepts · Rating: 900 · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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**287.**

1806B

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Quality: 19,742 global accepts · Rating: 900 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[ub33's solution](#)

**288.**

1794B

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**289.**

1768B

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**290.**

1779B

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**291.**

1771A

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**292.**

1764B

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**293.**

1747B

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**294.**

1732B

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**295.**

1749B

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**296.**

1737A

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**297.**

1733B

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**298.**

1720A

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**299.**

1709B

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**300.**

1699B

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**301.**

1679A

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Quality: 40,182 global accepts · Rating: 900 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

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**302.**

622B

[The Time](#) · [Tutorial](#)

Quality: 10,960 global accepts · Rating: 900 · first AC: 2021-12-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ub33's solution](#)

**303.**

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 900 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ub33's solution](#)

**304.**

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[ub33's solution](#)

**305.**

1451B

[Non-Substring Subsequence](#) · [Tutorial](#)

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, strings

[ub33's solution](#)

**306.**

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[ub33's solution](#)

**307.**

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,998 global accepts · Rating: 900 · first AC: 2020-09-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[ub33's solution](#)

**308.**

1401A

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

Quality: 28,637 global accepts · Rating: 900 · first AC: 2020-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[ub33's solution](#)

**309.**

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,692 global accepts · Rating: 900 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: games

[ub33's solution](#)

### 310.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,398 global accepts · Rating: 900 · first AC: 2020-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[ub33's solution](#)

### 311.

1335B

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

Quality: 42,600 global accepts · Rating: 900 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[ub33's solution](#)

### 312.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,274 global accepts · Rating: 900 · first AC: 2020-04-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ub33's solution](#)

### 313.

1324A

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

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

[ub33's solution](#)

### 314.

1313A

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

Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[ub33's solution](#)

### 315.

1291A

[Even But Not Even](#) · [Tutorial](#)

Quality: 20,685 global accepts · Rating: 900 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[ub33's solution](#)

### 316.

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[ub33's solution](#)

### 317.

1295A

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

Quality: 24,151 global accepts · Rating: 900 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ub33's solution](#)

### 318.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,814 global accepts · Rating: 900 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[ub33's solution](#)

### 319.

1282A

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

Quality: 15,502 global accepts · Rating: 900 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ub33's solution](#)

### 320.

1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,076 global accepts · Rating: 900 · first AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[ub33's solution](#)

**321.**

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,033 global accepts · Rating: 900 · first AC: 2019-11-10 · GNU C++11 (first AC) · Tags: implementation, strings

[ub33's solution](#)

**322.**

1225A

[Forgetting Things](#) · [Tutorial](#)

Quality: 16,624 global accepts · Rating: 900 · first AC: 2019-10-28 · GNU C++11 (first AC) · Tags: math

[ub33's solution](#)

**323.**

1248B

[Grow The Tree](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-10-20 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[ub33's solution](#)

**324.**

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-27 · last AC: 2019-08-27 · GNU C++11 (first AC) · Tags: math

[ub33's solution](#)

**325.**

1204B

[Mislove Has Lost an Array](#) · [Tutorial](#)

Quality: 18,329 global accepts · Rating: 900 · first AC: 2019-08-21 · GNU C++11 (first AC) · Tags: greedy, math

[ub33's solution](#)

**326.**

1144B

[Parity Alternated Deletions](#) · [Tutorial](#)

Quality: 18,338 global accepts · Rating: 900 · first AC: 2019-03-31 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[ub33's solution](#)

**327.**

1141B

[Maximal Continuous Rest](#) · [Tutorial](#)

Quality: 23,081 global accepts · Rating: 900 · first AC: 2019-03-19 · GNU C++11 (first AC) · Tags: implementation

[ub33's solution](#)

**328.**

1011A

[Stages](#) · [Tutorial](#)

Quality: 13,265 global accepts · Rating: 900 · first AC: 2019-03-01 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[ub33's solution](#)

**329.**

1106C

[Lunar New Year and Number Division](#) · [Tutorial](#)

Quality: 15,917 global accepts · Rating: 900 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: greedy, implementation, math, sortings

[ub33's solution](#)

**330.**

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,418 global accepts · Rating: 1000 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[ub33's solution](#)

**331.**

1230B

[Ania and Minimizing](#) · [Tutorial](#)

Quality: 19,633 global accepts · Rating: 1000 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[ub33's solution](#)

**332.**

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,171 global accepts · Rating: 1000 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[ub33's solution](#)

**333.**

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,293 global accepts · Rating: 1000 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, strings

[ub33's solution](#)

**334.**

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,845 global accepts · Rating: 1000 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[ub33's solution](#)

**335.**

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,912 global accepts · Rating: 1000 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, strings

[ub33's solution](#)

**336.**

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,269 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[ub33's solution](#)

**337.**

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[ub33's solution](#)

**338.**

1970A1

[Balanced Shuffle \(Easy\)](#) · [Tutorial](#)

Quality: 7,238 global accepts · Rating: 1000 · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[ub33's solution](#)

**339.**

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1000 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation

[ub33's solution](#)

**340.**

2114C

[Need More Arrays](#) · [Tutorial](#)

Quality: 30,896 global accepts · Rating: 1000 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[ub33's solution](#)

**341.**

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,295 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[ub33's solution](#)

**342.**

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[ub33's solution](#)

**343.**

2093C

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

Quality: 30,851 global accepts · Rating: 1000 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[ub33's solution](#)

**344.**

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,823 global accepts · Rating: 1000 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[ub33's solution](#)

**345.**

2060B

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

Quality: 28,595 global accepts · Rating: 1000 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[ub33's solution](#)

**346.**

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[ub33's solution](#)

**347.**

1090M

[The Pleasant Walk](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1000 · first AC: 2025-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[ub33's solution](#)

**348.**

2057B

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

Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[ub33's solution](#)

**349.**

2051C

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

Quality: 28,015 global accepts · Rating: 1000 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[ub33's solution](#)

**350.**

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,107 global accepts · Rating: 1000 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[ub33's solution](#)

**351.**

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[ub33's solution](#)

**352.**

2005B1

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

Quality: 24,751 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings  
[ub33's solution](#)

**353.**

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,992 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games  
[ub33's solution](#)

**354.**

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy  
[ub33's solution](#)

**355.**

1975B

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

Quality: 21,075 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings  
[ub33's solution](#)

**356.**

1969B

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

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[ub33's solution](#)

**357.**

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,756 global accepts · Rating: 1000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math  
[ub33's solution](#)

**358.**

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math  
[ub33's solution](#)

**359.**

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,915 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory  
[ub33's solution](#)

**360.**

1876A

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

Quality: 34,937 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[ub33's solution](#)

**361.**

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,390 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
[ub33's solution](#)

**362.**

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,289 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, two pointers

[ub33's solution](#)

**363.**

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[ub33's solution](#)

**364.**

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[ub33's solution](#)

**365.**

1770A

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

Quality: 25,247 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[ub33's solution](#)

**366.**

1772C

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

Quality: 26,144 global accepts · Rating: 1000 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[ub33's solution](#)

**367.**

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ub33's solution](#)

**368.**

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,822 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[ub33's solution](#)

**369.**

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,901 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[ub33's solution](#)

**370.**

1761B

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

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[ub33's solution](#)

**371.**

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,542 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[ub33's solution](#)

**372.**

620B

[Grandfather Dovlet's calculator](#) · [Tutorial](#)

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ub33's solution](#)

**373.**

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,930 global accepts · Rating: 1000 · first AC: 2022-07-31 · last AC: 2022-09-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[ub33's solution](#)

**374.**

1725B

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

Quality: 28,290 global accepts · Rating: 1000 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[ub33's solution](#)

**375.**

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2021-12-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ub33's solution](#)

**376.**

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[ub33's solution](#)

**377.**

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,152 global accepts · Rating: 1000 · first AC: 2021-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[ub33's solution](#)

**378.**

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy

[ub33's solution](#)

**379.**

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,482 global accepts · Rating: 1000 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[ub33's solution](#)

**380.**

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[ub33's solution](#)

**381.**

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,682 global accepts · Rating: 1000 · first AC: 2020-04-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[ub33's solution](#)

**382.**

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,063 global accepts · Rating: 1000 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[ub33's solution](#)

**383.**

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,949 global accepts · Rating: 1000 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[ub33's solution](#)

**384.**

1300B

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

Quality: 25,914 global accepts · Rating: 1000 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[ub33's solution](#)

**385.**

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,583 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[ub33's solution](#)

**386.**

1266A

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

Quality: 17,515 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math

[ub33's solution](#)

**387.**

1265A

[Beautiful String](#) · [Tutorial](#)

Quality: 15,952 global accepts · Rating: 1000 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[ub33's solution](#)

**388.**

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,435 global accepts · Rating: 1000 · first AC: 2019-11-16 · GNU C++11 (first AC) · Tags: implementation

[ub33's solution](#)

**389.**

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: math

[ub33's solution](#)

**390.**

1243B1

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

Quality: 15,360 global accepts · Rating: 1000 · first AC: 2019-11-06 · GNU C++11 (first AC) · Tags: strings

[ub33's solution](#)

**391.**

1256A

[Payment Without Change](#) · [Tutorial](#)

Quality: 32,435 global accepts · Rating: 1000 · first AC: 2019-11-04 · GNU C++11 (first AC) · Tags: math

[ub33's solution](#)

**392.**

1245A

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

Quality: 14,894 global accepts · Rating: 1000 · first AC: 2019-11-01 · GNU C++11 (first AC) · Tags: math, number theory

[ub33's solution](#)

**393.**

1225B1

[TV Subscriptions \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,519 global accepts · Rating: 1000 · first AC: 2019-10-28 · GNU C++11 (first AC) · Tags: implementation

[ub33's solution](#)

**394.**

1248A

[Integer Points](#) · [Tutorial](#)

Quality: 15,106 global accepts · Rating: 1000 · first AC: 2019-10-20 · GNU C++11 (first AC) · Tags: geometry, math

[ub33's solution](#)

**395.**

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,164 global accepts · Rating: 1000 · first AC: 2019-09-22 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[ub33's solution](#)

**396.**

1204A

[BowWow and the Timetable](#) · [Tutorial](#)

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2019-08-21 · GNU C++11 (first AC) · Tags: math

[ub33's solution](#)

**397.**

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,581 global accepts · Rating: 1000 · first AC: 2019-06-11 · GNU C++11 (first AC) · Tags: dp, math

[ub33's solution](#)

**398.**

1144C

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

Quality: 16,365 global accepts · Rating: 1000 · first AC: 2019-03-31 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[ub33's solution](#)

**399.**

1136B

[Nastya Is Playing Computer Games](#) · [Tutorial](#)

Quality: 12,275 global accepts · Rating: 1000 · first AC: 2019-03-26 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[ub33's solution](#)

**400.**

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2019-03-22 · GNU C++11 (first AC) · Tags: implementation

[ub33's solution](#)

**401.**

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1000 · first AC: 2019-03-21 · GNU C++11 (first AC) · Tags: greedy, implementation

[ub33's solution](#)

**402.**

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,485 global accepts · Rating: 1000 · first AC: 2019-03-19 · GNU C++11 (first AC) · Tags: implementation, math

[ub33's solution](#)

**403.**

1111A

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

Quality: 18,097 global accepts · Rating: 1000 · first AC: 2019-02-03 · GNU C++11 (first AC) · Tags: implementation, strings

[ub33's solution](#)

**404.**

2211B

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

Quality: 11,651 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[ub33's solution](#)

**405.**

2184C

[Huge Pile](#) · [Tutorial](#)

Quality: 21,864 global accepts · Rating: 1100 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and

similar, dp, graphs, math

[ub33's solution](#)

**406.**

2184B

[Hourglass](#) · [Tutorial](#)

Quality: 24,115 global accepts · Rating: 1100 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[ub33's solution](#)

**407.**

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,631 global accepts · Rating: 1100 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, implementation

[ub33's solution](#)

**408.**

2183B

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

Quality: 16,180 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[ub33's solution](#)

**409.**

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,691 global accepts · Rating: 1100 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[ub33's solution](#)

**410.**

2125C

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

Quality: 22,754 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[ub33's solution](#)

**411.**

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,234 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[ub33's solution](#)

**412.**

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,593 global accepts · Rating: 1100 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[ub33's solution](#)

**413.**

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[ub33's solution](#)

**414.**

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,389 global accepts · Rating: 1100 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[ub33's solution](#)

**415.**

2103B

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

Quality: 17,709 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[ub33's solution](#)

**416.**

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,575 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[ub33's solution](#)

**417.**

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[ub33's solution](#)

**418.**

2086B

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

Quality: 18,995 global accepts · Rating: 1100 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[ub33's solution](#)

**419.**

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1100 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[ub33's solution](#)

**420.**

2064B

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

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[ub33's solution](#)

**421.**

2063B

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

Quality: 23,197 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[ub33's solution](#)

**422.**

2061B

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

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry

[ub33's solution](#)

**423.**

2060D

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

Quality: 26,204 global accepts · Rating: 1100 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[ub33's solution](#)

**424.**

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[ub33's solution](#)

**425.**

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 1100 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[ub33's solution](#)

**426.**

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,065 global accepts · Rating: 1100 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math  
[ub33's solution](#)

**427.**

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,742 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings  
[ub33's solution](#)

**428.**

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[ub33's solution](#)

**429.**

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,824 global accepts · Rating: 1100 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, sortings, two pointers  
[ub33's solution](#)

**430.**

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[ub33's solution](#)

**431.**

1991B

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

Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[ub33's solution](#)

**432.**

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,434 global accepts · Rating: 1100 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy  
[ub33's solution](#)

**433.**

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers  
[ub33's solution](#)

**434.**

1995B1

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

Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers  
[ub33's solution](#)

**435.**

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math  
[ub33's solution](#)

**436.**

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,956 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[ub33's solution](#)

**437.**

1038B

[Non-Coprime Partition](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1100 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[ub33's solution](#)

**438.**

1958A

[1-3-5](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 1100 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: \*special, dp  
[ub33's solution](#)

**439.**

1957B

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

Quality: 20,421 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation  
[ub33's solution](#)

**440.**

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[ub33's solution](#)

**441.**

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math  
[ub33's solution](#)

**442.**

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation  
[ub33's solution](#)

**443.**

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,257 global accepts · Rating: 1100 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math  
[ub33's solution](#)

**444.**

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy  
[ub33's solution](#)

**445.**

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,952 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[ub33's solution](#)

**446.**

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,030 global accepts · Rating: 1100 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[ub33's solution](#)

**447.**

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[ub33's solution](#)

**448.**

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
[ub33's solution](#)

**449.**

1873E

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

Quality: 43,476 global accepts · Rating: 1100 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings  
[ub33's solution](#)

**450.**

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,636 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, strings  
[ub33's solution](#)

**451.**

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings  
[ub33's solution](#)

**452.**

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,714 global accepts · Rating: 1100 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[ub33's solution](#)

**453.**

1842B

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

Quality: 25,549 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math  
[ub33's solution](#)

**454.**

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,507 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings, two pointers  
[ub33's solution](#)

**455.**

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,177 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[ub33's solution](#)

**456.**

1797B

[Li Hua and Pattern](#) · [Tutorial](#)

Quality: 24,621 global accepts · Rating: 1100 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[ub33's solution](#)

**457.**

1783B

[Matrix of Differences](#) · [Tutorial](#)

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[ub33's solution](#)

**458.**

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[ub33's solution](#)

**459.**

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings  
[ub33's solution](#)

**460.**

1743C

[Save the Magazines](#) · [Tutorial](#)

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy  
[ub33's solution](#)

**461.**

609B

[The Best Gift](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 1100 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[ub33's solution](#)

**462.**

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,437 global accepts · Rating: 1100 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[ub33's solution](#)

**463.**

1673B

[A Perfectly Balanced String?](#) · [Tutorial](#)

Quality: 21,784 global accepts · Rating: 1100 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings  
[ub33's solution](#)

**464.**

1656B

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

Quality: 26,812 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, two pointers  
[ub33's solution](#)

**465.**

1625B

[Elementary Particles](#) · [Tutorial](#)

Quality: 16,860 global accepts · Rating: 1100 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings  
[ub33's solution](#)

**466.**

1616B

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

Quality: 20,710 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
[ub33's solution](#)

**467.**

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,930 global accepts · Rating: 1100 · first AC: 2020-12-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math  
[ub33's solution](#)

**468.**

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,446 global accepts · Rating: 1100 · first AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, math  
[ub33's solution](#)

**469.**

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,892 global accepts · Rating: 1100 · first AC: 2020-10-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory  
[ub33's solution](#)

**470.**

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[ub33's solution](#)

**471.**

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,843 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[ub33's solution](#)

**472.**

1335C

[Two Teams Composing](#) · [Tutorial](#)

Quality: 38,972 global accepts · Rating: 1100 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings  
[ub33's solution](#)

**473.**

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,622 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[ub33's solution](#)

**474.**

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[ub33's solution](#)

**475.**

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[ub33's solution](#)

**476.**

1327A

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

Quality: 45,740 global accepts · Rating: 1100 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: math  
[ub33's solution](#)

**477.**

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,519 global accepts · Rating: 1100 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation  
[ub33's solution](#)

**478.**

1324B

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

Quality: 30,795 global accepts · Rating: 1100 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[ub33's solution](#)

**479.**

1304B

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

Quality: 18,754 global accepts · Rating: 1100 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[ub33's solution](#)

**480.**

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,227 global accepts · Rating: 1100 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[ub33's solution](#)

**481.**

1262A

[Math Problem](#) · [Tutorial](#)

Rating: 1100 · first AC: 2019-11-25 · GNU C++11 (first AC) · Tags: greedy, math

[ub33's solution](#)

**482.**

1255B

[Fridge Lockers](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2019-11-19 · GNU C++11 (first AC) · Tags: graphs, implementation

[ub33's solution](#)

**483.**

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2019-09-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[ub33's solution](#)

**484.**

1176B

[Merge it!](#) · [Tutorial](#)

Quality: 18,332 global accepts · Rating: 1100 · first AC: 2019-06-09 · GNU C++11 (first AC) · Tags: math

[ub33's solution](#)

**485.**

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · last AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[ub33's solution](#)

**486.**

2196A

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

Quality: 15,840 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[ub33's solution](#)

**487.**

2174A

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

Quality: 14,310 global accepts · Rating: 1200 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[ub33's solution](#)

**488.**

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,291 global accepts · Rating: 1200 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, implementation, two pointers

[ub33's solution](#)

**489.**

1926C

[Vlad and a Sum of Sum of Digits](#) · [Tutorial](#)

Quality: 32,754 global accepts · Rating: 1200 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation  
[ub33's solution](#)

**490.**

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,792 global accepts · Rating: 1200 · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, sortings  
[ub33's solution](#)

**491.**

2091D

[Place of the Olympiad](#) · [Tutorial](#)

Quality: 23,500 global accepts · Rating: 1200 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math  
[ub33's solution](#)

**492.**

2182C

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

Quality: 15,524 global accepts · Rating: 1200 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp  
[ub33's solution](#)

**493.**

2170B

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

Quality: 14,296 global accepts · Rating: 1200 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[ub33's solution](#)

**494.**

1834C

[Game with Reversing](#) · [Tutorial](#)

Quality: 15,045 global accepts · Rating: 1200 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math, strings  
[ub33's solution](#)

**495.**

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,310 global accepts · Rating: 1200 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math  
[ub33's solution](#)

**496.**

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,625 global accepts · Rating: 1200 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math  
[ub33's solution](#)

**497.**

2092C

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

Quality: 22,585 global accepts · Rating: 1200 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[ub33's solution](#)

**498.**

2085B

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

Quality: 17,102 global accepts · Rating: 1200 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation  
[ub33's solution](#)

**499.**

2072C

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

Quality: 19,577 global accepts · Rating: 1200 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[ub33's solution](#)

**500.**

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,816 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, matrices

[ub33's solution](#)

**501.**

2062C

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

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[ub33's solution](#)

**502.**

2046A

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

Quality: 16,815 global accepts · Rating: 1200 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[ub33's solution](#)

**503.**

2056C

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

Quality: 19,439 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[ub33's solution](#)

**504.**

2053B

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

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy

[ub33's solution](#)

**505.**

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,926 global accepts · Rating: 1200 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers

[ub33's solution](#)

**506.**

2048C

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

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[ub33's solution](#)

**507.**

2050C

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

Quality: 25,011 global accepts · Rating: 1200 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[ub33's solution](#)

**508.**

2039C1

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

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[ub33's solution](#)

**509.**

2020B

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

Quality: 21,669 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math  
[ub33's solution](#)

**510.**

2005B2

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

Quality: 21,693 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings  
[ub33's solution](#)

**511.**

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,769 global accepts · Rating: 1200 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy  
[ub33's solution](#)

**512.**

1975C

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

Quality: 17,167 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy  
[ub33's solution](#)

**513.**

1954C

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

Quality: 22,750 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory  
[ub33's solution](#)

**514.**

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,519 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[ub33's solution](#)

**515.**

1945C

[Left and Right Houses](#) · [Tutorial](#)

Quality: 17,399 global accepts · Rating: 1200 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force  
[ub33's solution](#)

**516.**

1934B

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

Quality: 22,017 global accepts · Rating: 1200 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math  
[ub33's solution](#)

**517.**

1941D

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

Quality: 20,939 global accepts · Rating: 1200 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation  
[ub33's solution](#)

**518.**

1935B

[Informatics in MAC](#) · [Tutorial](#)

Quality: 20,897 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[ub33's solution](#)

**519.**

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,755 global accepts · Rating: 1200 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers  
[ub33's solution](#)

**520.**

1916C

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

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[ub33's solution](#)

**521.**

1909B

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

Quality: 30,975 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[ub33's solution](#)

**522.**

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,257 global accepts · Rating: 1200 · first AC: 2023-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[ub33's solution](#)

**523.**

1874A

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

Quality: 19,389 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, implementation

[ub33's solution](#)

**524.**

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[ub33's solution](#)

**525.**

1848B

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

Quality: 24,417 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[ub33's solution](#)

**526.**

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[ub33's solution](#)

**527.**

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,406 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ub33's solution](#)

**528.**

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[ub33's solution](#)

**529.**

1799B

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

Quality: 12,743 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[ub33's solution](#)

**530.**

1792B

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

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[ub33's solution](#)

**531.**

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings  
[ub33's solution](#)

**532.**

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,538 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: games  
[ub33's solution](#)

**533.**

1738B

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

Quality: 18,795 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[ub33's solution](#)

**534.**

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,801 global accepts · Rating: 1200 · first AC: 2022-07-31 · last AC: 2022-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[ub33's solution](#)

**535.**

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[ub33's solution](#)

**536.**

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,440 global accepts · Rating: 1200 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation  
[ub33's solution](#)

**537.**

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings  
[ub33's solution](#)

**538.**

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,722 global accepts · Rating: 1200 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search  
[ub33's solution](#)

**539.**

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings  
[ub33's solution](#)

**540.**

1485B

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

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math  
[ub33's solution](#)

**541.**

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,236 global accepts · Rating: 1200 · first AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[ub33's solution](#)

**542.**

1437B

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

Quality: 20,855 global accepts · Rating: 1200 · first AC: 2020-10-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[ub33's solution](#)

**543.**

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,463 global accepts · Rating: 1200 · first AC: 2020-09-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings  
[ub33's solution](#)

**544.**

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[ub33's solution](#)

**545.**

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,572 global accepts · Rating: 1200 · first AC: 2020-06-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings  
[ub33's solution](#)

**546.**

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,368 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[ub33's solution](#)

**547.**

1327B

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

Quality: 19,497 global accepts · Rating: 1200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy  
[ub33's solution](#)

**548.**

1305B

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

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers  
[ub33's solution](#)

**549.**

1270B

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

Quality: 17,376 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[ub33's solution](#)

**550.**

1272C

[Yet Another Broken Keyboard](#) · [Tutorial](#)

Quality: 30,743 global accepts · Rating: 1200 · first AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[ub33's solution](#)

**551.**

1272B

[Snow Walking Robot](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1200 · first AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[ub33's solution](#)

**552.**

1262B

[Box](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[ub33's solution](#)

**553.**

1257C

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

Quality: 17,146 global accepts · Rating: 1200 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[ub33's solution](#)

**554.**

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1200 · first AC: 2019-09-22 · GNU C++11 (first AC) · Tags: binary search, math

[ub33's solution](#)

**555.**

2211C1

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

Quality: 9,126 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[ub33's solution](#)

**556.**

2201A1

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

Quality: 11,064 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[ub33's solution](#)

**557.**

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,130 global accepts · Rating: 1300 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[ub33's solution](#)

**558.**

2189C1

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

Quality: 13,904 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[ub33's solution](#)

**559.**

2179D

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

Quality: 13,517 global accepts · Rating: 1300 · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[ub33's solution](#)

**560.**

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,854 global accepts · Rating: 1300 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, math

[ub33's solution](#)

**561.**

1926D

[Vlad and Division](#) · [Tutorial](#)

Quality: 18,378 global accepts · Rating: 1300 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy

[ub33's solution](#)

**562.**

2091E

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

Quality: 19,631 global accepts · Rating: 1300 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory, two pointers

[ub33's solution](#)

**563.**

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,727 global accepts · Rating: 1300 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[ub33's solution](#)

**564.**

2170C

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

Quality: 11,250 global accepts · Rating: 1300 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[ub33's solution](#)

**565.**

2127B

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

Quality: 13,497 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[ub33's solution](#)

**566.**

2129A

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

Quality: 16,654 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[ub33's solution](#)

**567.**

2124C

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

Quality: 14,614 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[ub33's solution](#)

**568.**

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,310 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[ub33's solution](#)

**569.**

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[ub33's solution](#)

**570.**

2086C

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

Quality: 16,129 global accepts · Rating: 1300 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu,

graphs, greedy, implementation

[ub33's solution](#)

**571.**

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,834 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[ub33's solution](#)

**572.**

2072D

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

Quality: 17,643 global accepts · Rating: 1300 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[ub33's solution](#)

**573.**

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[ub33's solution](#)

**574.**

2059B

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

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[ub33's solution](#)

**575.**

2056B

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

Quality: 17,923 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[ub33's solution](#)

**576.**

1090A

[Company Merging](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1300 · first AC: 2025-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[ub33's solution](#)

**577.**

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[ub33's solution](#)

**578.**

2050D

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

Quality: 18,981 global accepts · Rating: 1300 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, strings

[ub33's solution](#)

**579.**

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[ub33's solution](#)

**580.**

2023A

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

Quality: 16,571 global accepts · Rating: 1300 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[ub33's solution](#)

### 581.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,709 global accepts · Rating: 1300 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[ub33's solution](#)

### 582.

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math  
[ub33's solution](#)

### 583.

1973B

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

Quality: 16,831 global accepts · Rating: 1300 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers  
[ub33's solution](#)

### 584.

1942C1

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

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math  
[ub33's solution](#)

### 585.

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1300 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[ub33's solution](#)

### 586.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,483 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy  
[ub33's solution](#)

### 587.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,097 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths  
[ub33's solution](#)

### 588.

1819A

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

Quality: 14,594 global accepts · Rating: 1300 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy  
[ub33's solution](#)

### 589.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,816 global accepts · Rating: 1300 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math  
[ub33's solution](#)

### 590.

1902C

[Insert and Equalize](#) · [Tutorial](#)

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[ub33's solution](#)

**591.**

1900C

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

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[ub33's solution](#)

**592.**

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[ub33's solution](#)

**593.**

1881D

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

Quality: 28,447 global accepts · Rating: 1300 · first AC: 2023-10-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[ub33's solution](#)

**594.**

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[ub33's solution](#)

**595.**

1879C

[Make it Alternating](#) · [Tutorial](#)

Quality: 27,119 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy

[ub33's solution](#)

**596.**

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,705 global accepts · Rating: 1300 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[ub33's solution](#)

**597.**

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[ub33's solution](#)

**598.**

1746C

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

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2023-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ub33's solution](#)

**599.**

1867C

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

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[ub33's solution](#)

**600.**

1868A

[Fill in the Matrix](#) · [Tutorial](#)

Quality: 13,614 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms,

implementation

[ub33's solution](#)

**601.**

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[ub33's solution](#)

**602.**

1826C

[Dreaming of Freedom](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[ub33's solution](#)

**603.**

1815A

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

Quality: 15,975 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[ub33's solution](#)

**604.**

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[ub33's solution](#)

**605.**

1794C

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

Quality: 22,088 global accepts · Rating: 1300 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[ub33's solution](#)

**606.**

1776H

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

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: two pointers

[ub33's solution](#)

**607.**

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[ub33's solution](#)

**608.**

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[ub33's solution](#)

**609.**

1753A1

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

Quality: 16,455 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[ub33's solution](#)

**610.**

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[ub33's solution](#)

**611.**

1733C

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

Quality: 17,103 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings  
[ub33's solution](#)

**612.**

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings  
[ub33's solution](#)

**613.**

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,356 global accepts · Rating: 1300 · first AC: 2021-04-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy  
[ub33's solution](#)

**614.**

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings  
[ub33's solution](#)

**615.**

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,723 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings  
[ub33's solution](#)

**616.**

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings  
[ub33's solution](#)

**617.**

1373C

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

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: math  
[ub33's solution](#)

**618.**

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,465 global accepts · Rating: 1300 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation  
[ub33's solution](#)

**619.**

1326C

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

Quality: 16,402 global accepts · Rating: 1300 · first AC: 2020-04-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math  
[ub33's solution](#)

**620.**

1322A

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

Quality: 12,888 global accepts · Rating: 1300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[ub33's solution](#)

**621.**

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math  
[ub33's solution](#)

**622.**

579B

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

Quality: 5,452 global accepts · Rating: 1300 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings  
[ub33's solution](#)

**623.**

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,842 global accepts · Rating: 1300 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation  
[ub33's solution](#)

**624.**

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,420 global accepts · Rating: 1300 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation  
[ub33's solution](#)

**625.**

1265B

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

Quality: 13,525 global accepts · Rating: 1300 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers  
[ub33's solution](#)

**626.**

1225B2

[TV Subscriptions \(Hard Version\)](#) · [Tutorial](#)

Quality: 12,198 global accepts · Rating: 1300 · first AC: 2019-10-28 · GNU C++11 (first AC) · Tags: implementation, two pointers  
[ub33's solution](#)

**627.**

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2019-10-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation  
[ub33's solution](#)

**628.**

1220C

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

Quality: 10,815 global accepts · Rating: 1300 · first AC: 2019-09-20 · GNU C++11 (first AC) · Tags: games, greedy, strings  
[ub33's solution](#)

**629.**

1220B

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

Quality: 12,137 global accepts · Rating: 1300 · first AC: 2019-09-20 · GNU C++11 (first AC) · Tags: math, number theory  
[ub33's solution](#)

**630.**

4C

[Registration System](#) · [Tutorial](#)

Quality: 108,196 global accepts · Rating: 1300 · first AC: 2019-08-20 · GNU C++11 (first AC) · Tags: data structures, hashing, implementation  
[ub33's solution](#)

**631.**

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,600 global accepts · Rating: 1300 · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: implementation, strings  
[ub33's solution](#)

**632.**

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: implementation  
[ub33's solution](#)

**633.**

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2019-06-09 · GNU C++11 (first AC) · Tags: dp, greedy, implementation  
[ub33's solution](#)

**634.**

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,926 global accepts · Rating: 1400 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs  
[ub33's solution](#)

**635.**

1354C1

[Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry, math, ternary search  
[ub33's solution](#)

**636.**

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings  
[ub33's solution](#)

**637.**

1970C1

[Game on Tree \(Easy\)](#) · [Tutorial](#)

Quality: 5,039 global accepts · Rating: 1400 · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games  
[ub33's solution](#)

**638.**

2156C

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

Quality: 12,290 global accepts · Rating: 1400 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory  
[ub33's solution](#)

**639.**

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings  
[ub33's solution](#)

**640.**

2114E

[Kirei Attacks the Estate](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 1400 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees  
[ub33's solution](#)

**641.**

2114D

[Come a Little Closer](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 1400 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[ub33's solution](#)

**642.**

2013C

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

Quality: 14,583 global accepts · Rating: 1400 · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, strings

[ub33's solution](#)

**643.**

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,232 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, number theory

[ub33's solution](#)

**644.**

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,589 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, math, sortings

[ub33's solution](#)

**645.**

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,276 global accepts · Rating: 1400 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, implementation

[ub33's solution](#)

**646.**

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[ub33's solution](#)

**647.**

2028B

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

Quality: 13,291 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math

[ub33's solution](#)

**648.**

2066A

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

Quality: 7,174 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive

[ub33's solution](#)

**649.**

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,248 global accepts · Rating: 1400 · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[ub33's solution](#)

**650.**

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,925 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, greedy, sortings

[ub33's solution](#)

**651.**

2038L

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

Quality: 7,988 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[ub33's solution](#)

## 652.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[ub33's solution](#)

## 653.

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[ub33's solution](#)

## 654.

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[ub33's solution](#)

## 655.

2020C

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

Quality: 18,302 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[ub33's solution](#)

## 656.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[ub33's solution](#)

## 657.

1958B

[Clock in the Pool](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 1400 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: \*special, math

[ub33's solution](#)

## 658.

1967B1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[ub33's solution](#)

## 659.

1967A

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

Quality: 14,942 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[ub33's solution](#)

## 660.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[ub33's solution](#)

## 661.

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,593 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[ub33's solution](#)

**662.**

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[ub33's solution](#)

**663.**

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[ub33's solution](#)

**664.**

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[ub33's solution](#)

**665.**

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,240 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[ub33's solution](#)

**666.**

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[ub33's solution](#)

**667.**

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

[ub33's solution](#)

**668.**

1830A

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

Quality: 20,327 global accepts · Rating: 1400 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[ub33's solution](#)

**669.**

1887A1

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

Rating: 1400 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[ub33's solution](#)

**670.**

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,511 global accepts · Rating: 1400 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[ub33's solution](#)

**671.**

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[ub33's solution](#)

**672.**

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,969 global accepts · Rating: 1400 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[ub33's solution](#)

**673.**

1866B

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

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[ub33's solution](#)

**674.**

1860C

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

Quality: 15,570 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, games, greedy

[ub33's solution](#)

**675.**

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[ub33's solution](#)

**676.**

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings

[ub33's solution](#)

**677.**

1824A

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

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ub33's solution](#)

**678.**

1762C

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

Quality: 10,166 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[ub33's solution](#)

**679.**

1771B

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

Quality: 21,340 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[ub33's solution](#)

**680.**

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[ub33's solution](#)

**681.**

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[ub33's solution](#)

**682.**

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation  
[ub33's solution](#)

### 683.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings  
[ub33's solution](#)

### 684.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,735 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, games, greedy, implementation  
[ub33's solution](#)

### 685.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation  
[ub33's solution](#)

### 686.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy  
[ub33's solution](#)

### 687.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation  
[ub33's solution](#)

### 688.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation  
[ub33's solution](#)

### 689.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,297 global accepts · Rating: 1400 · first AC: 2020-11-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, hashing, implementation, strings  
[ub33's solution](#)

### 690.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,493 global accepts · Rating: 1400 · first AC: 2020-11-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings  
[ub33's solution](#)

### 691.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,459 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings  
[ub33's solution](#)

### 692.

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,520 global accepts · Rating: 1400 · first AC: 2020-10-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation  
[ub33's solution](#)

**693.**

1375C

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

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[ub33's solution](#)

**694.**

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,873 global accepts · Rating: 1400 · first AC: 2020-06-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings, two pointers

[ub33's solution](#)

**695.**

1348B

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

Quality: 27,495 global accepts · Rating: 1400 · first AC: 2020-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[ub33's solution](#)

**696.**

1332B

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

Quality: 18,956 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[ub33's solution](#)

**697.**

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,100 global accepts · Rating: 1400 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[ub33's solution](#)

**698.**

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,349 global accepts · Rating: 1400 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[ub33's solution](#)

**699.**

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[ub33's solution](#)

**700.**

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[ub33's solution](#)

**701.**

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

[ub33's solution](#)

**702.**

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,147 global accepts · Rating: 1400 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[ub33's solution](#)

**703.**

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[ub33's solution](#)

**704.**

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[ub33's solution](#)

**705.**

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[ub33's solution](#)

**706.**

1282B1

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

Quality: 12,151 global accepts · Rating: 1400 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[ub33's solution](#)

**707.**

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[ub33's solution](#)

**708.**

1263C

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

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[ub33's solution](#)

**709.**

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ub33's solution](#)

**710.**

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,256 global accepts · Rating: 1400 · first AC: 2019-11-10 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings

[ub33's solution](#)

**711.**

1256B

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

Quality: 13,683 global accepts · Rating: 1400 · first AC: 2019-11-04 · GNU C++11 (first AC) · Tags: greedy

[ub33's solution](#)

**712.**

1245C

[Constanze's Machine](#) · [Tutorial](#)

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2019-11-01 · GNU C++11 (first AC) · Tags: dp

[ub33's solution](#)

**713.**

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-09-30 · GNU C++11 (first AC) · Tags: implementation, math  
[ub33's solution](#)

**714.**

1144D

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

Quality: 10,839 global accepts · Rating: 1400 · first AC: 2019-03-31 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy  
[ub33's solution](#)

**715.**

873B

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

Quality: 9,110 global accepts · Rating: 1500 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation  
[ub33's solution](#)

**716.**

2183D1

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

Quality: 8,857 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees  
[ub33's solution](#)

**717.**

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers  
[ub33's solution](#)

**718.**

1926E

[Vlad and an Odd Ordering](#) · [Tutorial](#)

Quality: 14,847 global accepts · Rating: 1500 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory  
[ub33's solution](#)

**719.**

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1500 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[ub33's solution](#)

**720.**

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,031 global accepts · Rating: 1500 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers  
[ub33's solution](#)

**721.**

2070C

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

Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy  
[ub33's solution](#)

**722.**

2115A

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

Quality: 14,964 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory  
[ub33's solution](#)

**723.**

2107C

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

Quality: 12,096 global accepts · Rating: 1500 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[ub33's solution](#)

**724.**

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,446 global accepts · Rating: 1500 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[ub33's solution](#)

**725.**

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, math

[ub33's solution](#)

**726.**

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[ub33's solution](#)

**727.**

2072E

[Do You Love Your Hero and His Two-Hit Multi-Target Attacks?](#) · [Tutorial](#)

Quality: 12,272 global accepts · Rating: 1500 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math

[ub33's solution](#)

**728.**

2069C

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

Quality: 14,829 global accepts · Rating: 1500 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[ub33's solution](#)

**729.**

2060E

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

Quality: 12,255 global accepts · Rating: 1500 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[ub33's solution](#)

**730.**

2057C

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

Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[ub33's solution](#)

**731.**

2053C

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

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[ub33's solution](#)

**732.**

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,643 global accepts · Rating: 1500 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms,

greedy, implementation

[ub33's solution](#)

**733.**

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1500 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[ub33's solution](#)

**734.**

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,633 global accepts · Rating: 1500 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[ub33's solution](#)

**735.**

1997D

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

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[ub33's solution](#)

**736.**

1051C

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

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation, math

[ub33's solution](#)

**737.**

1133D

[Zero Quantity Maximization](#) · [Tutorial](#)

Quality: 16,459 global accepts · Rating: 1500 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: hashing, math, number theory

[ub33's solution](#)

**738.**

1958C

[Firewood](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 1500 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: \*special

[ub33's solution](#)

**739.**

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,900 global accepts · Rating: 1500 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[ub33's solution](#)

**740.**

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[ub33's solution](#)

**741.**

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,613 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[ub33's solution](#)

**742.**

1891C

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

Quality: 20,363 global accepts · Rating: 1500 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive

algorithms, greedy, sortings, two pointers

[ub33's solution](#)

**743.**

743C

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

Quality: 13,404 global accepts · Rating: 1500 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[ub33's solution](#)

**744.**

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,697 global accepts · Rating: 1500 · first AC: 2023-10-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ub33's solution](#)

**745.**

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, number theory, sortings

[ub33's solution](#)

**746.**

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[ub33's solution](#)

**747.**

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,846 global accepts · Rating: 1500 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[ub33's solution](#)

**748.**

1842C

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

Quality: 16,499 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ub33's solution](#)

**749.**

1817A

[Almost Increasing Subsequence](#) · [Tutorial](#)

Quality: 12,758 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[ub33's solution](#)

**750.**

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[ub33's solution](#)

**751.**

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,559 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[ub33's solution](#)

**752.**

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,763 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[ub33's solution](#)

**753.**

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,992 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[ub33's solution](#)

**754.**

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[ub33's solution](#)

**755.**

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,982 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[ub33's solution](#)

**756.**

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[ub33's solution](#)

**757.**

1753A2

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

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[ub33's solution](#)

**758.**

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ub33's solution](#)

**759.**

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,398 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ub33's solution](#)

**760.**

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, implementation, math

[ub33's solution](#)

**761.**

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,779 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math

[ub33's solution](#)

**762.**

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math

[ub33's solution](#)

**763.**

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry,

implementation, math

[ub33's solution](#)

**764.**

1486B

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

Quality: 20,485 global accepts · Rating: 1500 · first AC: 2021-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[ub33's solution](#)

**765.**

1466D

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

Quality: 14,633 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, trees

[ub33's solution](#)

**766.**

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[ub33's solution](#)

**767.**

1439A1

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

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[ub33's solution](#)

**768.**

1416A

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

Quality: 16,726 global accepts · Rating: 1500 · first AC: 2020-11-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[ub33's solution](#)

**769.**

1444A

[Division](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2020-11-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[ub33's solution](#)

**770.**

1400C

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

Quality: 18,506 global accepts · Rating: 1500 · first AC: 2020-08-25 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[ub33's solution](#)

**771.**

1141C

[Polycarp Restores Permutation](#) · [Tutorial](#)

Quality: 12,290 global accepts · Rating: 1500 · first AC: 2020-05-04 · C++14 (GCC 6-32) (first AC) · Tags: math

[ub33's solution](#)

**772.**

1340A

[Nastya and Strange Generator](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[ub33's solution](#)

**773.**

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,349 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[ub33's solution](#)

**774.**

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,864 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[ub33's solution](#)

**775.**

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,159 global accepts · Rating: 1500 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[ub33's solution](#)

**776.**

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[ub33's solution](#)

**777.**

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings

[ub33's solution](#)

**778.**

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[ub33's solution](#)

**779.**

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, ternary search

[ub33's solution](#)

**780.**

1299A

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

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[ub33's solution](#)

**781.**

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[ub33's solution](#)

**782.**

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[ub33's solution](#)

**783.**

1272D

[Remove One Element](#) · [Tutorial](#)

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[ub33's solution](#)

**784.**

1265C

[Beautiful Regional Contest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ub33's solution](#)

**785.**

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[ub33's solution](#)

**786.**

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,305 global accepts · Rating: 1500 · first AC: 2019-11-16 · GNU C++11 (first AC) · Tags: dp, greedy, math, sortings

[ub33's solution](#)

**787.**

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,478 global accepts · Rating: 1500 · first AC: 2019-11-10 · GNU C++11 (first AC) · Tags: greedy, math

[ub33's solution](#)

**788.**

1243C

[Tile Painting](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-11-06 · GNU C++11 (first AC) · Tags: number theory

[ub33's solution](#)

**789.**

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2019-11-04 · GNU C++11 (first AC) · Tags: greedy

[ub33's solution](#)

**790.**

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2019-10-17 · GNU C++11 (first AC) · Tags: combinatorics, math

[ub33's solution](#)

**791.**

1218F

[Workout plan](#) · [Tutorial](#)

Quality: 3,192 global accepts · Rating: 1500 · first AC: 2019-09-19 · GNU C++11 (first AC) · Tags: data structures, greedy

[ub33's solution](#)

**792.**

1180B

[Nick and Array](#) · [Tutorial](#)

Quality: 10,107 global accepts · Rating: 1500 · first AC: 2019-06-23 · GNU C++11 (first AC) · Tags: greedy, implementation

[ub33's solution](#)

**793.**

1180C

[Valeriy and Deque](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-06-23 · GNU C++11 (first AC) · Tags: data structures, implementation

[ub33's solution](#)

**794.**

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,801 global accepts · Rating: 1500 · first AC: 2019-06-23 · GNU C++11 (first AC) · Tags: data structures, implementation

[ub33's solution](#)

**795.**

1154D

[Walking Robot](#) · [Tutorial](#)

Quality: 10,546 global accepts · Rating: 1500 · first AC: 2019-04-16 · GNU C++11 (first AC) · Tags: greedy

[ub33's solution](#)

**796.**

1136C

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

Quality: 8,029 global accepts · Rating: 1500 · first AC: 2019-03-26 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[ub33's solution](#)

**797.**

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 1500 · first AC: 2019-03-21 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[ub33's solution](#)

**798.**

1062B

[Math](#) · [Tutorial](#)

Quality: 9,892 global accepts · Rating: 1500 · first AC: 2019-02-26 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[ub33's solution](#)

**799.**

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,663 global accepts · Rating: 1500 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[ub33's solution](#)

**800.**

1106B

[Lunar New Year and Food Ordering](#) · [Tutorial](#)

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: data structures, implementation

[ub33's solution](#)

**801.**

1486C1

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

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · last AC: 2026-03-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[ub33's solution](#)

**802.**

2196B

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

Quality: 8,588 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers

[ub33's solution](#)

**803.**

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1600 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[ub33's solution](#)

**804.**

873C

[Strange Game On Matrix](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: 1600 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, two pointers

[ub33's solution](#)

**805.**

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,478 global accepts · Rating: 1600 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees  
[ub33's solution](#)

**806.**

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,633 global accepts · Rating: 1600 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, math  
[ub33's solution](#)

**807.**

2184D

[Unfair Game](#) · [Tutorial](#)

Quality: 9,504 global accepts · Rating: 1600 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math  
[ub33's solution](#)

**808.**

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,133 global accepts · Rating: 1600 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, implementation, math  
[ub33's solution](#)

**809.**

2182D

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

Quality: 8,954 global accepts · Rating: 1600 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math  
[ub33's solution](#)

**810.**

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings  
[ub33's solution](#)

**811.**

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees  
[ub33's solution](#)

**812.**

2125D

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

Quality: 9,277 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities  
[ub33's solution](#)

**813.**

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1600 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, sortings  
[ub33's solution](#)

**814.**

2084D

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

Quality: 8,844 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math  
[ub33's solution](#)

**815.**

2085C

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

Quality: 13,564 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms,

dp, greedy

[ub33's solution](#)

**816.**

2028C

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

Quality: 9,984 global accepts · Rating: 1600 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, two pointers

[ub33's solution](#)

**817.**

2046B

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

Quality: 10,870 global accepts · Rating: 1600 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[ub33's solution](#)

**818.**

2063C

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

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[ub33's solution](#)

**819.**

2061D

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

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[ub33's solution](#)

**820.**

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,965 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp

[ub33's solution](#)

**821.**

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,200 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[ub33's solution](#)

**822.**

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,959 global accepts · Rating: 1600 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[ub33's solution](#)

**823.**

2048D

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

Quality: 8,312 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[ub33's solution](#)

**824.**

2040C

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

Quality: 10,783 global accepts · Rating: 1600 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[ub33's solution](#)

**825.**

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,931 global accepts · Rating: 1600 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[ub33's solution](#)

**826.**

1165E

[Two Arrays and Sum of Functions](#) · [Tutorial](#)

Quality: 10,022 global accepts · Rating: 1600 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[ub33's solution](#)

**827.**

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[ub33's solution](#)

**828.**

1958D

[Staircase](#) · [Tutorial](#)

Quality: 711 global accepts · Rating: 1600 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: \*special

[ub33's solution](#)

**829.**

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,940 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[ub33's solution](#)

**830.**

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,150 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[ub33's solution](#)

**831.**

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[ub33's solution](#)

**832.**

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,934 global accepts · Rating: 1600 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[ub33's solution](#)

**833.**

1928C

[Physical Education Lesson](#) · [Tutorial](#)

Quality: 10,359 global accepts · Rating: 1600 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[ub33's solution](#)

**834.**

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,264 global accepts · Rating: 1600 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[ub33's solution](#)

**835.**

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[ub33's solution](#)

**836.**

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation  
[ub33's solution](#)

**837.**

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,111 global accepts · Rating: 1600 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy  
[ub33's solution](#)

**838.**

1849C

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

Quality: 12,534 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[ub33's solution](#)

**839.**

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,652 global accepts · Rating: 1600 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[ub33's solution](#)

**840.**

1801A

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

Quality: 9,749 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[ub33's solution](#)

**841.**

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,394 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[ub33's solution](#)

**842.**

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[ub33's solution](#)

**843.**

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1600 · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[ub33's solution](#)

**844.**

1771C

[Hossam and Trainees](#) · [Tutorial](#)

Quality: 11,599 global accepts · Rating: 1600 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[ub33's solution](#)

**845.**

1753B

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

Quality: 14,997 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[ub33's solution](#)

**846.**

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,610 global accepts · Rating: 1600 · first AC: 2021-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[ub33's solution](#)

**847.**

1498C

[Planar Reflections](#) · [Tutorial](#)

Quality: 12,121 global accepts · Rating: 1600 · first AC: 2021-04-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp  
[ub33's solution](#)

**848.**

1461D

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

Quality: 10,285 global accepts · Rating: 1600 · first AC: 2020-12-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings  
[ub33's solution](#)

**849.**

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math  
[ub33's solution](#)

**850.**

1437D

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

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-27 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths, trees  
[ub33's solution](#)

**851.**

1396A

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

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory  
[ub33's solution](#)

**852.**

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,670 global accepts · Rating: 1600 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, greedy, implementation  
[ub33's solution](#)

**853.**

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,643 global accepts · Rating: 1600 · first AC: 2020-06-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory  
[ub33's solution](#)

**854.**

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, sortings  
[ub33's solution](#)

**855.**

1348C

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

Quality: 15,484 global accepts · Rating: 1600 · first AC: 2020-05-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings  
[ub33's solution](#)

**856.**

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,671 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[ub33's solution](#)

**857.**

1334C

[Circle of Monsters](#) · [Tutorial](#)

Quality: 17,925 global accepts · Rating: 1600 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[ub33's solution](#)

**858.**

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[ub33's solution](#)

**859.**

1305C

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Quality: 18,787 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[ub33's solution](#)

**860.**

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation

[ub33's solution](#)

**861.**

1056D

[Decorate Apple Tree](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1600 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[ub33's solution](#)

**862.**

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[ub33's solution](#)

**863.**

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,849 global accepts · Rating: 1600 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[ub33's solution](#)

**864.**

1284C

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

Quality: 8,741 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[ub33's solution](#)

**865.**

1282B2

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

Quality: 11,010 global accepts · Rating: 1600 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[ub33's solution](#)

**866.**

1255C

[League of Leesins](#) · [Tutorial](#)

Quality: 7,223 global accepts · Rating: 1600 · first AC: 2019-11-19 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[ub33's solution](#)

**867.**

1243B2

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

Quality: 7,307 global accepts · Rating: 1600 · first AC: 2019-11-06 · GNU C++11 (first AC) · Tags: strings

[ub33's solution](#)

**868.**

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2024-02-28 · last AC: 2026-03-20 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[ub33's solution](#)

**869.**

2201B

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

Quality: 4,961 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[ub33's solution](#)

**870.**

2201A2

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

Quality: 5,091 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[ub33's solution](#)

**871.**

1230D

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, greedy

[ub33's solution](#)

**872.**

1230C

[Anadi and Domino](#) · [Tutorial](#)

Rating: 1700 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs

[ub33's solution](#)

**873.**

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,802 global accepts · Rating: 1700 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[ub33's solution](#)

**874.**

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, implementation

[ub33's solution](#)

**875.**

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,133 global accepts · Rating: 1700 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ub33's solution](#)

**876.**

1970C2

[Game on Tree \(Medium\)](#) · [Tutorial](#)

Quality: 4,340 global accepts · Rating: 1700 · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, trees

[ub33's solution](#)

**877.**

2109C2

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

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[ub33's solution](#)

**878.**

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,409 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[ub33's solution](#)

**879.**

2124D

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

Quality: 8,105 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[ub33's solution](#)

**880.**

2113C

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

Quality: 7,976 global accepts · Rating: 1700 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[ub33's solution](#)

**881.**

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

[ub33's solution](#)

**882.**

2096C

[Wonderful City](#) · [Tutorial](#)

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

[ub33's solution](#)

**883.**

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[ub33's solution](#)

**884.**

2089A

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

Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[ub33's solution](#)

**885.**

2071C

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

Quality: 9,698 global accepts · Rating: 1700 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[ub33's solution](#)

**886.**

2072F

[Goodbye, Banker Life](#) · [Tutorial](#)

Quality: 8,450 global accepts · Rating: 1700 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

[ub33's solution](#)

**887.**

2053D

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

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

[ub33's solution](#)

**888.**

2050F

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

Quality: 10,603 global accepts · Rating: 1700 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory

[ub33's solution](#)

**889.**

2031D

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

Quality: 9,679 global accepts · Rating: 1700 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[ub33's solution](#)

**890.**

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[ub33's solution](#)

**891.**

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[ub33's solution](#)

**892.**

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[ub33's solution](#)

**893.**

2006A

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

Quality: 9,372 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[ub33's solution](#)

**894.**

1995B2

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1984C2

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**898.**

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1644D

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1896D

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1879D

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**916.**

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1810D

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1718A1

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Quality: 6,418 global accepts · Rating: 1800 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[ub33's solution](#)

**990.**

2035D

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

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[ub33's solution](#)

**991.**

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[ub33's solution](#)

**992.**

1573C

[Book](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, implementation

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**993.**

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,424 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[ub33's solution](#)

**994.**

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[ub33's solution](#)

**995.**

2006B

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

Quality: 4,358 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[ub33's solution](#)

**996.**

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[ub33's solution](#)

**997.**

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,701 global accepts · Rating: 1800 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

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**998.**

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings

[ub33's solution](#)

**999.**

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[ub33's solution](#)

**1000.**

1965B

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

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[ub33's solution](#)

**1001.**

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,083 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[ub33's solution](#)

**1002.**

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 1800 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[ub33's solution](#)

**1003.**

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[ub33's solution](#)

**1004.**

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[ub33's solution](#)

**1005.**

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[ub33's solution](#)

**1006.**

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,774 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[ub33's solution](#)

**1007.**

1930D1

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

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings  
[ub33's solution](#)

**1008.**

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,206 global accepts · Rating: 1800 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp  
[ub33's solution](#)

**1009.**

1468J

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Quality: 5,908 global accepts · Rating: 1800 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy  
[ub33's solution](#)

**1010.**

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[ub33's solution](#)

**1011.**

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[ub33's solution](#)

**1012.**

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation  
[ub33's solution](#)

**1013.**

1852B

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

Quality: 5,461 global accepts · Rating: 1800 · first AC: 2023-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers  
[ub33's solution](#)

**1014.**

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2023-07-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory  
[ub33's solution](#)

**1015.**

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,015 global accepts · Rating: 1800 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers  
[ub33's solution](#)

**1016.**

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory  
[ub33's solution](#)

**1017.**

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,077 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[ub33's solution](#)

### 1018.

1725H

[Hot Black Hot White](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2022-09-04 · last AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[ub33's solution](#)

### 1019.

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,396 global accepts · Rating: 1800 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[ub33's solution](#)

### 1020.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[ub33's solution](#)

### 1021.

1548B

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

Quality: 11,349 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[ub33's solution](#)

### 1022.

1466E

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

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, math

[ub33's solution](#)

### 1023.

1450D

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

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[ub33's solution](#)

### 1024.

1446B

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

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[ub33's solution](#)

### 1025.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,187 global accepts · Rating: 1800 · first AC: 2020-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[ub33's solution](#)

### 1026.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,945 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[ub33's solution](#)

### 1027.

1401D

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

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[ub33's solution](#)

### 1028.

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, two pointers

[ub33's solution](#)

### 1029.

1338B

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

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[ub33's solution](#)

### 1030.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[ub33's solution](#)

### 1031.

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ub33's solution](#)

### 1032.

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, ternary search

[ub33's solution](#)

### 1033.

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[ub33's solution](#)

### 1034.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[ub33's solution](#)

### 1035.

1296E1

[String Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[ub33's solution](#)

### 1036.

1290B

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

Quality: 7,165 global accepts · Rating: 1800 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[ub33's solution](#)

**1037.**

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,221 global accepts · Rating: 1800 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[ub33's solution](#)

**1038.**

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings  
[ub33's solution](#)

**1039.**

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers  
[ub33's solution](#)

**1040.**

1255E1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-11-19 · GNU C++11 (first AC) · Tags: greedy, math, number theory  
[ub33's solution](#)

**1041.**

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,196 global accepts · Rating: 1800 · first AC: 2019-09-22 · GNU C++11 (first AC) · Tags: dp  
[ub33's solution](#)

**1042.**

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,400 global accepts · Rating: 1800 · first AC: 2019-08-12 · GNU C++11 (first AC) · Tags: dp  
[ub33's solution](#)

**1043.**

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,703 global accepts · Rating: 1800 · first AC: 2019-06-09 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings  
[ub33's solution](#)

**1044.**

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,549 global accepts · Rating: 1900 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings  
[ub33's solution](#)

**1045.**

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,971 global accepts · Rating: 1900 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp  
[ub33's solution](#)

**1046.**

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,962 global accepts · Rating: 1900 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory  
[ub33's solution](#)

**1047.**

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, geometry,

shortest paths

[ub33's solution](#)

**1048.**

2184G

[Nastiness of Segments](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 1900 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[ub33's solution](#)

**1049.**

2184F

[Cherry Tree](#) · [Tutorial](#)

Quality: 3,900 global accepts · Rating: 1900 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[ub33's solution](#)

**1050.**

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,179 global accepts · Rating: 1900 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[ub33's solution](#)

**1051.**

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,256 global accepts · Rating: 1900 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[ub33's solution](#)

**1052.**

2180C

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

Quality: 6,467 global accepts · Rating: 1900 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[ub33's solution](#)

**1053.**

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,453 global accepts · Rating: 1900 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[ub33's solution](#)

**1054.**

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[ub33's solution](#)

**1055.**

1970G1

[Min-Fund Prison \(Easy\)](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 1900 · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, trees

[ub33's solution](#)

**1056.**

1970B1

[Exact Neighbours \(Easy\)](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 1900 · first AC: 2025-11-02 · last AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[ub33's solution](#)

**1057.**

1970C3

[Game on Tree \(Hard\)](#) · [Tutorial](#)

Quality: 2,446 global accepts · Rating: 1900 · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, trees

[ub33's solution](#)

### 1058.

2156D

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

Quality: 5,375 global accepts · Rating: 1900 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[ub33's solution](#)

### 1059.

2129C1

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

Quality: 3,862 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[ub33's solution](#)

### 1060.

2089B1

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

Quality: 3,236 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[ub33's solution](#)

### 1061.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,658 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[ub33's solution](#)

### 1062.

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: 1900 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, strings

[ub33's solution](#)

### 1063.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[ub33's solution](#)

### 1064.

2038G

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

Quality: 2,958 global accepts · Rating: 1900 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[ub33's solution](#)

### 1065.

1090B

[LaTeX Expert](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 1900 · first AC: 2025-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ub33's solution](#)

### 1066.

2053E

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

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[ub33's solution](#)

**1067.**

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  
[ub33's solution](#)

**1068.**

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers  
[ub33's solution](#)

**1069.**

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,239 global accepts · Rating: 1900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers  
[ub33's solution](#)

**1070.**

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees  
[ub33's solution](#)

**1071.**

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy  
[ub33's solution](#)

**1072.**

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,855 global accepts · Rating: 1900 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, math  
[ub33's solution](#)

**1073.**

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory  
[ub33's solution](#)

**1074.**

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,691 global accepts · Rating: 1900 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees  
[ub33's solution](#)

**1075.**

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,709 global accepts · Rating: 1900 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings  
[ub33's solution](#)

**1076.**

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees  
[ub33's solution](#)

**1077.**

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[ub33's solution](#)

**1078.**

1991D

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

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[ub33's solution](#)

**1079.**

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[ub33's solution](#)

**1080.**

119B

[Before Exam](#) · [Tutorial](#)

Quality: 1,137 global accepts · Rating: 1900 · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[ub33's solution](#)

**1081.**

1958E

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

Quality: 329 global accepts · Rating: 1900 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: \*special, constructive algorithms

[ub33's solution](#)

**1082.**

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math

[ub33's solution](#)

**1083.**

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

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**1084.**

1946D

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**1085.**

1945F

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1819B

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**1087.**

959E

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**1088.**

1928D

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**1089.**

1644E

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**1090.**

1912D

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**1091.**

1912A

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**1092.**

1902E

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**1093.**

1902D

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**1094.**

1898D

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**1095.**

1895D

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**1096.**

1891D

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Quality: 4,559 global accepts · Rating: 1900 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

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**1097.**

1887B

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**1098.**

1887A2

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Rating: 1900 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings  
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**1099.**

1878F

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**1100.**

1882D

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**1101.**

1746D

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**1102.**

1866C

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Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs  
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**1103.**

1847D

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Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, strings  
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**1104.**

1842D

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Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy  
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**1105.**

1801C

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Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings  
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**1106.**

1799D1

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Quality: 5,805 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dp  
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**1107.**

1774E

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**1108.**

1747D

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Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures  
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**1109.**

1749D

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Quality: 6,369 global accepts · Rating: 1900 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory  
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**1110.**

1738D

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Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees  
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**1111.**

1739D

[Reset K Edges](#) · [Tutorial](#)

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**1112.**

1704D

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[ub33's solution](#)

**1113.**

1679D

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**1114.**

622D

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[ub33's solution](#)

**1115.**

1486C2

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**1116.**

1479B1

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Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation  
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**1117.**

1439A2

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

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[ub33's solution](#)

**1118.**

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,777 global accepts · Rating: 1900 · first AC: 2020-11-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings

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**1119.**

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[ub33's solution](#)

**1120.**

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[ub33's solution](#)

**1121.**

1369D

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**1122.**

1348D

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Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[ub33's solution](#)

**1123.**

1342D

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Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-04-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[ub33's solution](#)

**1124.**

1305D

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Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[ub33's solution](#)

**1125.**

1313C2

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Quality: 7,290 global accepts · Rating: 1900 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[ub33's solution](#)

**1126.**

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[ub33's solution](#)

**1127.**

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy  
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**1128.**

1208D

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

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation  
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**1129.**

20C

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Quality: 46,908 global accepts · Rating: 1900 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths  
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**1130.**

1285D

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Quality: 8,612 global accepts · Rating: 1900 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees  
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**1131.**

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings  
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**1132.**

1183H

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

Quality: 3,644 global accepts · Rating: 1900 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings  
[ub33's solution](#)

**1133.**

1265D

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Rating: 1900 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
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**1134.**

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,317 global accepts · Rating: 1900 · first AC: 2019-11-07 · GNU C++11 (first AC) · Tags: dp  
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**1135.**

1243D

[0-1 MST](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-11-06 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, two pointers  
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**1136.**

1245D

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Quality: 9,605 global accepts · Rating: 1900 · first AC: 2019-11-01 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees  
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**1137.**

1228D

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Quality: 5,420 global accepts · Rating: 1900 · first AC: 2019-09-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation

[ub33's solution](#)

### 1138.

1144E

[Median String](#) · [Tutorial](#)

Quality: 4,427 global accepts · Rating: 1900 · first AC: 2019-03-31 · GNU C++11 (first AC) · Tags: bitmasks, math, number theory, strings

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### 1139.

2201C

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### 1140.

2196C2

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

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[ub33's solution](#)

### 1141.

2194E

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### 1142.

2165C

[Binary Wine](#) · [Tutorial](#)

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### 1143.

1230E

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory, trees

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1354C2

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### 1145.

2179F

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

Quality: 2,751 global accepts · Rating: 2000 · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, graphs, interactive, number theory, trees

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### 1146.

1970E2

[Trails \(Medium\)](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2000 · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, matrices

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### 1147.

2129C2

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

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks,

constructive algorithms, interactive

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**1148.**

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,506 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[ub33's solution](#)

**1149.**

2103D

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

Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

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**1150.**

2096D

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

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

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**1151.**

2085D

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

Quality: 5,311 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, greedy

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**1152.**

2075D

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Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

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**1153.**

2068J

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

Quality: 1,612 global accepts · Rating: 2000 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy

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**1154.**

2028D

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

Quality: 3,740 global accepts · Rating: 2000 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

[ub33's solution](#)

**1155.**

2063D

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

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[ub33's solution](#)

**1156.**

2061E

[Kevin and And](#) · [Tutorial](#)

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

[ub33's solution](#)

**1157.**

1090K

[Right Expansion Of The Mind](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2000 · first AC: 2025-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[ub33's solution](#)

**1158.**

1090I

[Minimal Product](#) · [Tutorial](#)

Quality: 1,178 global accepts · Rating: 2000 · first AC: 2025-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1159.**

1090L

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

Quality: 1,420 global accepts · Rating: 2000 · first AC: 2025-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[ub33's solution](#)

**1160.**

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[ub33's solution](#)

**1161.**

2051F

[Joker](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2000 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[ub33's solution](#)

**1162.**

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[ub33's solution](#)

**1163.**

1827B1

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

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[ub33's solution](#)

**1164.**

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,986 global accepts · Rating: 2000 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[ub33's solution](#)

**1165.**

803F

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

Quality: 4,641 global accepts · Rating: 2000 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[ub33's solution](#)

**1166.**

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[ub33's solution](#)

**1167.**

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees  
[ub33's solution](#)

**1168.**

1958F

[Narrow Paths](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2000 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: \*special, combinatorics  
[ub33's solution](#)

**1169.**

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math  
[ub33's solution](#)

**1170.**

78C

[Beaver Game](#) · [Tutorial](#)

Quality: 2,175 global accepts · Rating: 2000 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, number theory  
[ub33's solution](#)

**1171.**

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings  
[ub33's solution](#)

**1172.**

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths  
[ub33's solution](#)

**1173.**

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers  
[ub33's solution](#)

**1174.**

15C

[Industrial Nim](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 2000 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: games  
[ub33's solution](#)

**1175.**

1147C

[Thanos Nim](#) · [Tutorial](#)

Quality: 3,654 global accepts · Rating: 2000 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: games  
[ub33's solution](#)

**1176.**

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory  
[ub33's solution](#)

**1177.**

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[ub33's solution](#)

**1178.**

1612E

[Messages](#) · [Tutorial](#)

Quality: 5,819 global accepts · Rating: 2000 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[ub33's solution](#)

**1179.**

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 2000 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[ub33's solution](#)

**1180.**

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[ub33's solution](#)

**1181.**

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 2000 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[ub33's solution](#)

**1182.**

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[ub33's solution](#)

**1183.**

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,855 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[ub33's solution](#)

**1184.**

1867E1

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

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[ub33's solution](#)

**1185.**

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[ub33's solution](#)

**1186.**

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[ub33's solution](#)

**1187.**

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation  
[ub33's solution](#)

**1188.**

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory  
[ub33's solution](#)

**1189.**

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy  
[ub33's solution](#)

**1190.**

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,145 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math  
[ub33's solution](#)

**1191.**

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,283 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities  
[ub33's solution](#)

**1192.**

609D

[Gadgets for dollars and pounds](#) · [Tutorial](#)

Quality: 3,165 global accepts · Rating: 2000 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers  
[ub33's solution](#)

**1193.**

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers  
[ub33's solution](#)

**1194.**

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,909 global accepts · Rating: 2000 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math  
[ub33's solution](#)

**1195.**

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,790 global accepts · Rating: 2000 · first AC: 2022-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees  
[ub33's solution](#)

**1196.**

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 2000 · first AC: 2020-11-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[ub33's solution](#)

**1197.**

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,057 global accepts · Rating: 2000 · first AC: 2020-11-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and

conquer, dp, greedy, math, sortings, strings, trees

[ub33's solution](#)

**1198.**

1427C

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

Quality: 6,071 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ub33's solution](#)

**1199.**

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2020-10-09 · last AC: 2020-10-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[ub33's solution](#)

**1200.**

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[ub33's solution](#)

**1201.**

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[ub33's solution](#)

**1202.**

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[ub33's solution](#)

**1203.**

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,525 global accepts · Rating: 2000 · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[ub33's solution](#)

**1204.**

1296E2

[String Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[ub33's solution](#)

**1205.**

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 2000 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[ub33's solution](#)

**1206.**

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,949 global accepts · Rating: 2000 · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[ub33's solution](#)

**1207.**

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data

structures, graphs, greedy, implementation, math, two pointers

[ub33's solution](#)

**1208.**

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2019-11-14 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[ub33's solution](#)

**1209.**

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2019-11-04 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[ub33's solution](#)

**1210.**

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,946 global accepts · Rating: 2100 · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[ub33's solution](#)

**1211.**

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation

[ub33's solution](#)

**1212.**

2210D

[A Simple RBS Problem](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2100 · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, strings, trees

[ub33's solution](#)

**1213.**

802D1

[Marmots \(easy\)](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2100 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[ub33's solution](#)

**1214.**

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,732 global accepts · Rating: 2100 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs

[ub33's solution](#)

**1215.**

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[ub33's solution](#)

**1216.**

2183E

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

Quality: 2,855 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[ub33's solution](#)

**1217.**

2183D2

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

Quality: 2,499 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[ub33's solution](#)

**1218.**

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, graphs, trees

[ub33's solution](#)

**1219.**

2170E

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

Quality: 2,319 global accepts · Rating: 2100 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[ub33's solution](#)

**1220.**

2163D1

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

Quality: 2,731 global accepts · Rating: 2100 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive

[ub33's solution](#)

**1221.**

1970D1

[Arithmancy \(Easy\)](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2100 · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive, strings

[ub33's solution](#)

**1222.**

1970B2

[Exact Neighbours \(Medium\)](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 2100 · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[ub33's solution](#)

**1223.**

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[ub33's solution](#)

**1224.**

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[ub33's solution](#)

**1225.**

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,828 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[ub33's solution](#)

**1226.**

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,474 global accepts · Rating: 2100 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[ub33's solution](#)

**1227.**

2115B

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

Quality: 3,992 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[ub33's solution](#)

### 1228.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, number theory

[ub33's solution](#)

### 1229.

1218I

[The Light Square](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2100 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, dfs and similar, greedy

[ub33's solution](#)

### 1230.

1499D

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

Quality: 7,043 global accepts · Rating: 2100 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[ub33's solution](#)

### 1231.

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,845 global accepts · Rating: 2100 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[ub33's solution](#)

### 1232.

2074G

[Game With Triangles: Season 2](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry

[ub33's solution](#)

### 1233.

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[ub33's solution](#)

### 1234.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[ub33's solution](#)

### 1235.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[ub33's solution](#)

### 1236.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, number theory

[ub33's solution](#)

### 1237.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[ub33's solution](#)

### 1238.

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, dsu, graphs

[ub33's solution](#)

### 1239.

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,671 global accepts · Rating: 2100 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[ub33's solution](#)

### 1240.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[ub33's solution](#)

### 1241.

2005E1

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

Quality: 3,323 global accepts · Rating: 2100 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, implementation

[ub33's solution](#)

### 1242.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games

[ub33's solution](#)

### 1243.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[ub33's solution](#)

### 1244.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[ub33's solution](#)

### 1245.

1930D2

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

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[ub33's solution](#)

### 1246.

1920E

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

Quality: 3,384 global accepts · Rating: 2100 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[ub33's solution](#)

### 1247.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[ub33's solution](#)

### 1248.

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2100 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, math

[ub33's solution](#)

### 1249.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2100 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[ub33's solution](#)

### 1250.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[ub33's solution](#)

### 1251.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[ub33's solution](#)

### 1252.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,059 global accepts · Rating: 2100 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[ub33's solution](#)

### 1253.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[ub33's solution](#)

### 1254.

1866G

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

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[ub33's solution](#)

### 1255.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[ub33's solution](#)

### 1256.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[ub33's solution](#)

### 1257.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,909 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[ub33's solution](#)

### 1258.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2100 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[ub33's solution](#)

### 1259.

1799D2

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

Quality: 3,063 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[ub33's solution](#)

### 1260.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[ub33's solution](#)

### 1261.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[ub33's solution](#)

### 1262.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,768 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[ub33's solution](#)

### 1263.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,090 global accepts · Rating: 2100 · first AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees

[ub33's solution](#)

### 1264.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[ub33's solution](#)

### 1265.

1725F

[Field Photography](#) · [Tutorial](#)

Quality: 1,145 global accepts · Rating: 2100 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, sortings

[ub33's solution](#)

### 1266.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,794 global accepts · Rating: 2100 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[ub33's solution](#)

### 1267.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 2100 · first AC: 2021-03-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees  
[ub33's solution](#)

### 1268.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 2100 · first AC: 2021-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[ub33's solution](#)

### 1269.

1466F

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

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[ub33's solution](#)

### 1270.

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

[ub33's solution](#)

### 1271.

1450C1

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

Quality: 5,916 global accepts · Rating: 2100 · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[ub33's solution](#)

### 1272.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[ub33's solution](#)

### 1273.

797D

[Broken BST](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2100 · first AC: 2020-10-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar

[ub33's solution](#)

### 1274.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,382 global accepts · Rating: 2100 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[ub33's solution](#)

### 1275.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy

[ub33's solution](#)

### 1276.

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

[ub33's solution](#)

### 1277.

1056E

[Check Transcription](#) · [Tutorial](#)

Quality: 2,814 global accepts · Rating: 2100 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, strings

[ub33's solution](#)

**1278.**

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[ub33's solution](#)

**1279.**

1265E

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

Quality: 4,523 global accepts · Rating: 2100 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math, probabilities

[ub33's solution](#)

**1280.**

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[ub33's solution](#)

**1281.**

1255E2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-11-22 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[ub33's solution](#)

**1282.**

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,420 global accepts · Rating: 2100 · first AC: 2019-11-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[ub33's solution](#)

**1283.**

2208D2

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

Quality: 1,837 global accepts · Rating: 2200 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[ub33's solution](#)

**1284.**

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2026-01-19 · last AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[ub33's solution](#)

**1285.**

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[ub33's solution](#)

**1286.**

1926F

[Vlad and Avoiding X](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[ub33's solution](#)

**1287.**

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[ub33's solution](#)

**1288.**

2170D

[Almost Roman](#) · [Tutorial](#)

Quality: 1,683 global accepts · Rating: 2200 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[ub33's solution](#)

**1289.**

1970E3

[Trails \(Hard\)](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2200 · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, matrices

[ub33's solution](#)

**1290.**

2156F1

[Strange Operation \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,619 global accepts · Rating: 2200 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[ub33's solution](#)

**1291.**

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, probabilities, trees

[ub33's solution](#)

**1292.**

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[ub33's solution](#)

**1293.**

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[ub33's solution](#)

**1294.**

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[ub33's solution](#)

**1295.**

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,274 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

[ub33's solution](#)

**1296.**

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2025-04-15 · last AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[ub33's solution](#)

**1297.**

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[ub33's solution](#)

### 1298.

2089C1

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

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities

[ub33's solution](#)

### 1299.

2085E

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

Quality: 3,153 global accepts · Rating: 2200 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[ub33's solution](#)

### 1300.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,797 global accepts · Rating: 2200 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[ub33's solution](#)

### 1301.

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum](#) · [Tutorial](#)

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[ub33's solution](#)

### 1302.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ub33's solution](#)

### 1303.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[ub33's solution](#)

### 1304.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[ub33's solution](#)

### 1305.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[ub33's solution](#)

### 1306.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[ub33's solution](#)

**1307.**

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[ub33's solution](#)

**1308.**

1967B2

[Reverse Card \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[ub33's solution](#)

**1309.**

850C

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Quality: 1,867 global accepts · Rating: 2200 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games

[ub33's solution](#)

**1310.**

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[ub33's solution](#)

**1311.**

1991F

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

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[ub33's solution](#)

**1312.**

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[ub33's solution](#)

**1313.**

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[ub33's solution](#)

**1314.**

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,603 global accepts · Rating: 2200 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: dp

[ub33's solution](#)

**1315.**

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees

[ub33's solution](#)

**1316.**

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[ub33's solution](#)

**1317.**

1909F1

[Small Permutation Problem \(Easy Version\) · Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math  
[ub33's solution](#)

**1318.**

1912E

[Evaluate It and Back Again · Tutorial](#)

Quality: 1,277 global accepts · Rating: 2200 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math  
[ub33's solution](#)

**1319.**

1901E

[Compressed Tree · Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees  
[ub33's solution](#)

**1320.**

1898E

[Sofia and Strings · Tutorial](#)

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers  
[ub33's solution](#)

**1321.**

1468A

[LaIS · Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy  
[ub33's solution](#)

**1322.**

1468H

[K and Medians · Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math  
[ub33's solution](#)

**1323.**

1867E2

[Salg1n and Array \(hard version\) · Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive  
[ub33's solution](#)

**1324.**

1776B

[Vittorio Plays with LEGO Bricks · Tutorial](#)

Quality: 1,555 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry  
[ub33's solution](#)

**1325.**

1765H

[Hospital Queue · Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, greedy, implementation  
[ub33's solution](#)

**1326.**

1737D

[Ela and the Wiring Wizard · Tutorial](#)

Quality: 2,104 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths  
[ub33's solution](#)

**1327.**

1730D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings, two pointers

[ub33's solution](#)

**1328.**

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-09-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[ub33's solution](#)

**1329.**

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

[ub33's solution](#)

**1330.**

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2021-12-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, sortings, trees

[ub33's solution](#)

**1331.**

1498D

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

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2021-04-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[ub33's solution](#)

**1332.**

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[ub33's solution](#)

**1333.**

1485D

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

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[ub33's solution](#)

**1334.**

1437E

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

Quality: 3,928 global accepts · Rating: 2200 · first AC: 2020-10-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[ub33's solution](#)

**1335.**

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2020-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[ub33's solution](#)

**1336.**

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,312 global accepts · Rating: 2200 · first AC: 2020-08-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer,

dp, greedy

[ub33's solution](#)

**1337.**

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[ub33's solution](#)

**1338.**

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[ub33's solution](#)

**1339.**

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,117 global accepts · Rating: 2200 · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[ub33's solution](#)

**1340.**

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[ub33's solution](#)

**1341.**

1295E

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

Quality: 2,773 global accepts · Rating: 2200 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[ub33's solution](#)

**1342.**

387E

[George and Cards](#) · [Tutorial](#)

Quality: 989 global accepts · Rating: 2200 · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[ub33's solution](#)

**1343.**

2194F1

[Again Trees... \(Easy Version\)](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2300 · first AC: 2026-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, trees

[ub33's solution](#)

**1344.**

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[ub33's solution](#)

**1345.**

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2300 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths

[ub33's solution](#)

**1346.**

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2300 · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[ub33's solution](#)

**1347.**

2182F1

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

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[ub33's solution](#)

**1348.**

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[ub33's solution](#)

**1349.**

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[ub33's solution](#)

**1350.**

1970B3

[Exact Neighbours \(Hard\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2300 · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[ub33's solution](#)

**1351.**

2129C3

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

Quality: 1,664 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[ub33's solution](#)

**1352.**

2124F1

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

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[ub33's solution](#)

**1353.**

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[ub33's solution](#)

**1354.**

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[ub33's solution](#)

**1355.**

2077C

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

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[ub33's solution](#)

**1356.**

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[ub33's solution](#)

### 1357.

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[ub33's solution](#)

### 1358.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[ub33's solution](#)

### 1359.

2063E

[Triangle Tree](#) · [Tutorial](#)

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

[ub33's solution](#)

### 1360.

1090E

[Horseback Riding](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 2300 · first AC: 2025-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[ub33's solution](#)

### 1361.

2057E1

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[ub33's solution](#)

### 1362.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[ub33's solution](#)

### 1363.

1824B2

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

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[ub33's solution](#)

### 1364.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[ub33's solution](#)

### 1365.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[ub33's solution](#)

**1366.**

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,210 global accepts · Rating: 2300 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices  
[ub33's solution](#)

**1367.**

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,787 global accepts · Rating: 2300 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, fft, math  
[ub33's solution](#)

**1368.**

812E

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

Quality: 1,326 global accepts · Rating: 2300 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: games, trees  
[ub33's solution](#)

**1369.**

305E

[Playing with String](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2300 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: games  
[ub33's solution](#)

**1370.**

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp  
[ub33's solution](#)

**1371.**

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings  
[ub33's solution](#)

**1372.**

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games  
[ub33's solution](#)

**1373.**

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy  
[ub33's solution](#)

**1374.**

1916E

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

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees  
[ub33's solution](#)

**1375.**

1866I

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

Quality: 932 global accepts · Rating: 2300 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, two pointers  
[ub33's solution](#)

**1376.**

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force,

data structures, dfs and similar, implementation, trees

[ub33's solution](#)

**1377.**

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,568 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[ub33's solution](#)

**1378.**

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[ub33's solution](#)

**1379.**

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2300 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[ub33's solution](#)

**1380.**

1799E

[City Union](#) · [Tutorial](#)

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

[ub33's solution](#)

**1381.**

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2300 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[ub33's solution](#)

**1382.**

1743F

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

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, probabilities

[ub33's solution](#)

**1383.**

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-10-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[ub33's solution](#)

**1384.**

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[ub33's solution](#)

**1385.**

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[ub33's solution](#)

**1386.**

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[ub33's solution](#)

**1387.**

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 2300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[ub33's solution](#)

**1388.**

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings

[ub33's solution](#)

**1389.**

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[ub33's solution](#)

**1390.**

1236D

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

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2019-10-18 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, implementation

[ub33's solution](#)

**1391.**

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[ub33's solution](#)

**1392.**

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2026-01-10 · last AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[ub33's solution](#)

**1393.**

2176E

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

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[ub33's solution](#)

**1394.**

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[ub33's solution](#)

**1395.**

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, trees

[ub33's solution](#)

**1396.**

2126G2

[Big Wins! \(hard version\)](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 2400 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, trees, two pointers

[ub33's solution](#)

**1397.**

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2400 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths, trees

[ub33's solution](#)

**1398.**

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees

[ub33's solution](#)

**1399.**

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[ub33's solution](#)

**1400.**

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,428 global accepts · Rating: 2400 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[ub33's solution](#)

**1401.**

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[ub33's solution](#)

**1402.**

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[ub33's solution](#)

**1403.**

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings

[ub33's solution](#)

**1404.**

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[ub33's solution](#)

**1405.**

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, strings

[ub33's solution](#)

**1406.**

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,442 global accepts · Rating: 2400 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math  
[ub33's solution](#)

### 1407.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings  
[ub33's solution](#)

### 1408.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math  
[ub33's solution](#)

### 1409.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, trees  
[ub33's solution](#)

### 1410.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees  
[ub33's solution](#)

### 1411.

1061F

[Lost Root](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2400 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive, probabilities  
[ub33's solution](#)

### 1412.

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2400 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math  
[ub33's solution](#)

### 1413.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer  
[ub33's solution](#)

### 1414.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,475 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths  
[ub33's solution](#)

### 1415.

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[ub33's solution](#)

### 1416.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[ub33's solution](#)

### 1417.

2096E

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

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[ub33's solution](#)

### 1418.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[ub33's solution](#)

### 1419.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,793 global accepts · Rating: 2400 · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[ub33's solution](#)

### 1420.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ub33's solution](#)

### 1421.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2025-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp, fft

[ub33's solution](#)

### 1422.

2038D

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

Quality: 856 global accepts · Rating: 2400 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[ub33's solution](#)

### 1423.

1090C

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

Quality: 571 global accepts · Rating: 2400 · first AC: 2025-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures

[ub33's solution](#)

### 1424.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[ub33's solution](#)

### 1425.

1099F

[Cookies](#) · [Tutorial](#)

Quality: 1,047 global accepts · Rating: 2400 · first AC: 2025-01-08 · last AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dp, games, trees

[ub33's solution](#)

**1426.**

154D

[Flatland Fencing](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2400 · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math  
[ub33's solution](#)

**1427.**

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, greedy, interactive  
[ub33's solution](#)

**1428.**

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive  
[ub33's solution](#)

**1429.**

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, number theory  
[ub33's solution](#)

**1430.**

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory  
[ub33's solution](#)

**1431.**

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy  
[ub33's solution](#)

**1432.**

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, flows, graphs  
[ub33's solution](#)

**1433.**

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, games, math  
[ub33's solution](#)

**1434.**

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory  
[ub33's solution](#)

**1435.**

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures  
[ub33's solution](#)

**1436.**

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,551 global accepts · Rating: 2400 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, fft, math  
[ub33's solution](#)

**1437.**

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math  
[ub33's solution](#)

**1438.**

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math  
[ub33's solution](#)

**1439.**

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings  
[ub33's solution](#)

**1440.**

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math  
[ub33's solution](#)

**1441.**

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,834 global accepts · Rating: 2400 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, matrices  
[ub33's solution](#)

**1442.**

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math  
[ub33's solution](#)

**1443.**

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,745 global accepts · Rating: 2400 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees  
[ub33's solution](#)

**1444.**

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,284 global accepts · Rating: 2400 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers  
[ub33's solution](#)

**1445.**

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers  
[ub33's solution](#)

**1446.**

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[ub33's solution](#)

**1447.**

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[ub33's solution](#)

**1448.**

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[ub33's solution](#)

**1449.**

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[ub33's solution](#)

**1450.**

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[ub33's solution](#)

**1451.**

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[ub33's solution](#)

**1452.**

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[ub33's solution](#)

**1453.**

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,075 global accepts · Rating: 2400 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[ub33's solution](#)

**1454.**

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2400 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[ub33's solution](#)

**1455.**

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,098 global accepts · Rating: 2400 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[ub33's solution](#)

**1456.**

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-02-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, sortings

[ub33's solution](#)

**1457.**

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,467 global accepts · Rating: 2400 · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[ub33's solution](#)

**1458.**

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,640 global accepts · Rating: 2400 · first AC: 2020-08-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, implementation, sortings

[ub33's solution](#)

**1459.**

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-06-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[ub33's solution](#)

**1460.**

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[ub33's solution](#)

**1461.**

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[ub33's solution](#)

**1462.**

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,843 global accepts · Rating: 2400 · first AC: 2020-02-22 · last AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[ub33's solution](#)

**1463.**

101E

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

Quality: 604 global accepts · Rating: 2500 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp

[ub33's solution](#)

**1464.**

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[ub33's solution](#)

**1465.**

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math,

probabilities

[ub33's solution](#)

**1466.**

706E

[Working routine](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2500 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation

[ub33's solution](#)

**1467.**

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,174 global accepts · Rating: 2500 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy

[ub33's solution](#)

**1468.**

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp

[ub33's solution](#)

**1469.**

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 2500 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[ub33's solution](#)

**1470.**

2117H

[Incessant Rain](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, sortings

[ub33's solution](#)

**1471.**

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[ub33's solution](#)

**1472.**

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[ub33's solution](#)

**1473.**

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[ub33's solution](#)

**1474.**

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[ub33's solution](#)

**1475.**

2182F2

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

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[ub33's solution](#)

**1476.**

2163D2

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

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, math, sortings

[ub33's solution](#)

**1477.**

2059E1

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

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[ub33's solution](#)

**1478.**

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2500 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[ub33's solution](#)

**1479.**

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[ub33's solution](#)

**1480.**

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2025-11-01 · last AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[ub33's solution](#)

**1481.**

2135D2

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

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[ub33's solution](#)

**1482.**

2101D

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

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[ub33's solution](#)

**1483.**

2156E

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

Quality: 961 global accepts · Rating: 2500 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, games, graphs, greedy

[ub33's solution](#)

**1484.**

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[ub33's solution](#)

**1485.**

2140E2

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

Quality: 1,238 global accepts · Rating: 2500 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[ub33's solution](#)

**1486.**

2005E2

[Subtangle Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2500 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, games, greedy, implementation

[ub33's solution](#)

**1487.**

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[ub33's solution](#)

**1488.**

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[ub33's solution](#)

**1489.**

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[ub33's solution](#)

**1490.**

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,696 global accepts · Rating: 2500 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[ub33's solution](#)

**1491.**

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, probabilities

[ub33's solution](#)

**1492.**

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2500 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[ub33's solution](#)

**1493.**

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[ub33's solution](#)

**1494.**

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[ub33's solution](#)

**1495.**

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[ub33's solution](#)

**1496.**

2071D2

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

Quality: 1,100 global accepts · Rating: 2500 · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, dp, implementation, math

[ub33's solution](#)

**1497.**

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[ub33's solution](#)

**1498.**

2081B

[Balancing](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2500 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[ub33's solution](#)

**1499.**

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[ub33's solution](#)

**1500.**

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory, probabilities

[ub33's solution](#)

**1501.**

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math

[ub33's solution](#)

**1502.**

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[ub33's solution](#)

**1503.**

2038F

[Alternative Platforms](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2500 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[ub33's solution](#)

**1504.**

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, two pointers

[ub33's solution](#)

**1505.**

1221E

[Game With String](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2500 · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[ub33's solution](#)

**1506.**

1100D

[Dasha and Chess](#) · [Tutorial](#)

Quality: 916 global accepts · Rating: 2500 · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, interactive

[ub33's solution](#)

**1507.**

930D

[Game with Tokens](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2500 · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, implementation

[ub33's solution](#)

**1508.**

138D

[World of Darkraft](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 2500 · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games

[ub33's solution](#)

**1509.**

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,016 global accepts · Rating: 2500 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[ub33's solution](#)

**1510.**

1573D

[Xor of 3](#) · [Tutorial](#)

Rating: 2500 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[ub33's solution](#)

**1511.**

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,142 global accepts · Rating: 2500 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[ub33's solution](#)

**1512.**

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[ub33's solution](#)

**1513.**

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[ub33's solution](#)

**1514.**

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2500 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[ub33's solution](#)

**1515.**

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[ub33's solution](#)

**1516.**

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-08-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[ub33's solution](#)

**1517.**

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[ub33's solution](#)

**1518.**

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2020-11-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[ub33's solution](#)

**1519.**

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[ub33's solution](#)

**1520.**

1111E

[Tree](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2500 · first AC: 2020-05-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[ub33's solution](#)

**1521.**

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[ub33's solution](#)

**1522.**

2189E

[Majority Wins?](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[ub33's solution](#)

**1523.**

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2026-01-19 · last AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp

[ub33's solution](#)

**1524.**

2131H

[Sea, You & copriMe](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2600 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math, number theory

[ub33's solution](#)

### 1525.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, implementation, matrices

[ub33's solution](#)

### 1526.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2600 · first AC: 2026-01-06 · last AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[ub33's solution](#)

### 1527.

2170F

[Build XOR on a Segment](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2600 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[ub33's solution](#)

### 1528.

2129D

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

Quality: 951 global accepts · Rating: 2600 · first AC: 2025-11-12 · last AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[ub33's solution](#)

### 1529.

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 889 global accepts · Rating: 2600 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees

[ub33's solution](#)

### 1530.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[ub33's solution](#)

### 1531.

2122E

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

Quality: 1,089 global accepts · Rating: 2600 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[ub33's solution](#)

### 1532.

2004F

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

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[ub33's solution](#)

### 1533.

2109C3

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

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[ub33's solution](#)

**1534.**

1061E

[Politics](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 2600 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[ub33's solution](#)

**1535.**

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2025-08-12 · last AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[ub33's solution](#)

**1536.**

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,944 global accepts · Rating: 2600 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[ub33's solution](#)

**1537.**

2107E

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

Quality: 935 global accepts · Rating: 2600 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees

[ub33's solution](#)

**1538.**

2119E

[And Constraint](#) · [Tutorial](#)

Quality: 706 global accepts · Rating: 2600 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy

[ub33's solution](#)

**1539.**

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[ub33's solution](#)

**1540.**

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[ub33's solution](#)

**1541.**

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, matrices

[ub33's solution](#)

**1542.**

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2600 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[ub33's solution](#)

**1543.**

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[ub33's solution](#)

**1544.**

2002F1

[Court Blue \(Easy Version\) · Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[ub33's solution](#)

**1545.**

1994G

[Minecraft · Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[ub33's solution](#)

**1546.**

3D

[Least Cost Bracket Sequence · Tutorial](#)

Quality: 3,949 global accepts · Rating: 2600 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[ub33's solution](#)

**1547.**

1893D

[Colorful Constructive · Tutorial](#)

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[ub33's solution](#)

**1548.**

1889C2

[Doremy's Drying Plan \(Hard Version\) · Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[ub33's solution](#)

**1549.**

1493E

[Enormous XOR · Tutorial](#)

Quality: 1,086 global accepts · Rating: 2600 · first AC: 2021-03-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math, strings, two pointers

[ub33's solution](#)

**1550.**

797F

[Mice and Holes · Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2020-10-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[ub33's solution](#)

**1551.**

1406E

[Deleting Numbers · Tutorial](#)

Quality: 1,880 global accepts · Rating: 2600 · first AC: 2020-09-14 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, number theory

[ub33's solution](#)

**1552.**

1111D

[Destroy the Colony · Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2020-04-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[ub33's solution](#)

**1553.**

1325E

[Ehab's REAL Number Theory Problem · Tutorial](#)

Quality: 2,337 global accepts · Rating: 2600 · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[ub33's solution](#)

**1554.**

2204G

[Grid Path](#) · [Tutorial](#)

Quality: 407 global accepts · Rating: 2700 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, matrices  
[ub33's solution](#)

**1555.**

2208E

[Counting Cute Arrays](#) · [Tutorial](#)

Quality: 429 global accepts · Rating: 2700 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp  
[ub33's solution](#)

**1556.**

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2700 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, math, number theory  
[ub33's solution](#)

**1557.**

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees  
[ub33's solution](#)

**1558.**

251D

[Two Sets](#) · [Tutorial](#)

Quality: 584 global accepts · Rating: 2700 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math  
[ub33's solution](#)

**1559.**

2043F

[Nim](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2700 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths  
[ub33's solution](#)

**1560.**

2003E2

[Turtle and Inversions \(Hard Version\)](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers  
[ub33's solution](#)

**1561.**

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 2700 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities  
[ub33's solution](#)

**1562.**

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees  
[ub33's solution](#)

**1563.**

1573E

[Paint](#) · [Tutorial](#)

Rating: 2700 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy  
[ub33's solution](#)

**1564.**

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[ub33's solution](#)

**1565.**

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[ub33's solution](#)

**1566.**

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[ub33's solution](#)

**1567.**

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

[ub33's solution](#)

**1568.**

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[ub33's solution](#)

**1569.**

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[ub33's solution](#)

**1570.**

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2021-03-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[ub33's solution](#)

**1571.**

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2026-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[ub33's solution](#)

**1572.**

2174F

[Mosaic Tree](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math, trees

[ub33's solution](#)

**1573.**

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[ub33's solution](#)

**1574.**

600F

[Edge coloring of bipartite graph](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs

[ub33's solution](#)

**1575.**

2155F

[Juan's Colorful Tree](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, meet-in-the-middle, trees

[ub33's solution](#)

**1576.**

2069F

[Graph Inclusion](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs

[ub33's solution](#)

**1577.**

1375G

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

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[ub33's solution](#)

**1578.**

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[ub33's solution](#)

**1579.**

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[ub33's solution](#)

**1580.**

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[ub33's solution](#)

**1581.**

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ub33's solution](#)

**1582.**

2211G

[Rational Bubble Sort](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 2900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy

[ub33's solution](#)

**1583.**

2201E

[ABBA Counting](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 2900 · first AC: 2026-03-01 · last AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, math, number theory, strings

[ub33's solution](#)

**1584.**

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows

[ub33's solution](#)

**1585.**

2111G

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

Quality: 398 global accepts · Rating: 2900 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, interactive

[ub33's solution](#)

**1586.**

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games, greedy, math

[ub33's solution](#)

**1587.**

2030G1

[The Destruction of the Universe \(Easy Version\)](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2900 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy, math

[ub33's solution](#)

**1588.**

138E

[Hellish Constraints](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 2900 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, two pointers

[ub33's solution](#)

**1589.**

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, greedy

[ub33's solution](#)

**1590.**

1644F

[Basis](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 2900 · first AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft, math, number theory

[ub33's solution](#)

**1591.**

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, probabilities

[ub33's solution](#)

**1592.**

1906G

[Grid Game 2](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2900 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: games, number theory

[ub33's solution](#)

**1593.**

2194F2

[Again Trees... \(hard version\)](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3000 · first AC: 2026-02-10 · last AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, fft, trees

[ub33's solution](#)

**1594.**

2062E2

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

Quality: 450 global accepts · Rating: 3000 · first AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, implementation, trees

[ub33's solution](#)

**1595.**

2070F

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

Quality: 370 global accepts · Rating: 3000 · first AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, fft

[ub33's solution](#)

**1596.**

573D

[Bear and Cavalry](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp

[ub33's solution](#)

**1597.**

2045F

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

Quality: 154 global accepts · Rating: 3000 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[ub33's solution](#)

**1598.**

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2025-01-21 · last AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[ub33's solution](#)

**1599.**

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[ub33's solution](#)

**1600.**

715D

[Create a Maze](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3100 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[ub33's solution](#)

**1601.**

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[ub33's solution](#)

**1602.**

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, greedy

[ub33's solution](#)

**1603.**

2096F

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

Quality: 460 global accepts · Rating: 3100 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, two pointers

[ub33's solution](#)

**1604.**

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[ub33's solution](#)**1605.**

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs

[ub33's solution](#)**1606.**

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[ub33's solution](#)**1607.**

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[ub33's solution](#)**1608.**

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, probabilities

[ub33's solution](#)**1609.**

1746E2

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

Quality: 484 global accepts · Rating: 3200 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, interactive

[ub33's solution](#)**1610.**

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, math

[ub33's solution](#)**1611.**

2096G

[Wonderful Guessing Game](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3200 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[ub33's solution](#)**1612.**

2073M

[Can You Reach There?](#) · [Tutorial](#)

Quality: 81 global accepts · Rating: 3300 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ub33's solution](#)**1613.**

1466H

[Finding satisfactory solutions](#) · [Tutorial](#)

Quality: 489 global accepts · Rating: 3300 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, graphs, greedy, math

[ub33's solution](#)**1614.**

1284G

[Seollal](#) · [Tutorial](#)

Quality: 228 global accepts · Rating: 3300 · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs

[ub33's solution](#)

### 1615.

1991H

[Prime Split Game](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 3300 · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, fft, games, math, number theory

[ub33's solution](#)

### 1616.

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, trees

[ub33's solution](#)

### 1617.

2115E

[Gellyfish and Mayflower](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3500 · first AC: 2026-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs

[ub33's solution](#)

### 1618.

1479E

[School Clubs](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3500 · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, fft, math, number theory, probabilities

[ub33's solution](#)

### 1619.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 3500 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[ub33's solution](#)

### 1620.

2077G

[RGB Walking](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: 3500 · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, chinese remainder theorem, dfs and similar, graphs, number theory

[ub33's solution](#)

### 1621.

2214C

[And?](#) · [Tutorial](#)

Quality: 1,821 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, bitmasks

[ub33's solution](#)

### 1622.

2214E

[Shortest Paths](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, shortest paths

[ub33's solution](#)

### 1623.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,571 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, strings

[ub33's solution](#)

### 1624.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,546 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, brute force, games, interactive

[ub33's solution](#)

### 1625.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,137 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, graph matchings, implementation

[ub33's solution](#)

### 1626.

106270F

[Morning Walk](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ub33's solution](#)

### 1627.

106270D

[Save the Wonderland](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ub33's solution](#)

### 1628.

106270J

[C-Style String Length](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ub33's solution](#)

### 1629.

106270C

[Gas Reservoir](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ub33's solution](#)

### 1630.

106270A

[Mission Hexa](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ub33's solution](#)

### 1631.

106185I

[Preparing the Lunch](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-21 · last AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ub33's solution](#)

### 1632.

106185G

[Number of Faces](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-21 · last AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ub33's solution](#)

### 1633.

106416H

[Holes and Tunnels](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

### 1634.

106416G

[GATA-CAT](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ub33's solution](#)

### 1635.

106416K

[Kitten Greetings](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

**1636.**

106416I

[Inversion Game](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ub33's solution](#)

**1637.**

106416D

[Dropshipping](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

**1638.**

106416B

[Booksort](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

**1639.**

106416F

[Fun with Balls](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

**1640.**

106416J

[Jaime's Palace](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

**1641.**

106416E

[Eye Exam](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

**1642.**

106178C

[Clean Streets](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

**1643.**

106178A

[Apple Pie](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

**1644.**

106178E

[Emergency Rations](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

**1645.**

106178B

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

Rating: — · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

**1646.**

106178F

[Fuzzy Factorization](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

**1647.**

106178H

[Harder Horizons](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

**1648.**

106178K

[Kings Conquest](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

**1649.**

106178J

[Judgmental Crowd](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-06 · PyPy 3-64 (first AC) · Tags: —

[ub33's solution](#)

**1650.**

106241M

[Ultimate K-Query](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-23 · last AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ub33's solution](#)

**1651.**

106193H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ub33's solution](#)

**1652.**

106193A

[Asynchronous Processor](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ub33's solution](#)

**1653.**

106193I

[Infection Investigation](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ub33's solution](#)

**1654.**

106193D

[Defense Distance](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ub33's solution](#)

**1655.**

106193F

[Faulty Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-03 · PyPy 3 (first AC) · Tags: —

[ub33's solution](#)

**1656.**

106193J

[Judging Problem](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ub33's solution](#)

**1657.**

106193C

[Compact Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ub33's solution](#)

**1658.**

106193B

[Bounding Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ub33's solution](#)

**1659.**

106225D

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

Rating: — · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ub33's solution](#)

**1660.**

106224B

[Fertilizer](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ub33's solution](#)

**1661.**

104160L

[Tavern Chess](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ub33's solution](#)

**1662.**

104160F

[Half Mixed](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ub33's solution](#)

**1663.**

104160C

[Clamped Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ub33's solution](#)

**1664.**

104160D

[DRX vs. T1](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ub33's solution](#)

**1665.**

106185H

[Parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ub33's solution](#)

**1666.**

106185F

[Dog Tricks](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ub33's solution](#)

**1667.**

106185E

[To Be Discontinued](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ub33's solution](#)

**1668.**

106185D

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

Rating: — · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ub33's solution](#)

**1669.**

106185C

[Calendar of an Enthusiastic Worker](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ub33's solution](#)

**1670.**

106185B

[Prefix and Suffix Can Be the Same](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ub33's solution](#)

**1671.**

106185A

[2025](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ub33's solution](#)

**1672.**

106170A

[Rainbow](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · last AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

**1673.**

106170G

[Nearest Strings](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

**1674.**

106170I

[Mancala Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

**1675.**

106170K

[Hyperscale AI Data Center](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

**1676.**

106170J

[Good Pairs in Graph and Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

**1677.**

106170D

[Building A Smooth Playlist](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

**1678.**

106170E

[Counting VIP Guests](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

**1679.**

106169E

[Visualize This](#) · [Tutorial](#)

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

[ub33's solution](#)

**1680.**

106169J

[Laser Balancing](#) · [Tutorial](#)

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

[ub33's solution](#)

**1681.**

106169I

[Cutting Trees](#) · [Tutorial](#)

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

[ub33's solution](#)

**1682.**

106169G

[Secret Words](#) · [Tutorial](#)

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

[ub33's solution](#)

**1683.**

106169H

[Nested Loops](#) · [Tutorial](#)

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

[ub33's solution](#)

**1684.**

106169D

[Treasure](#) · [Tutorial](#)

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

[ub33's solution](#)

**1685.**

106169F

[Sign Entanglement](#) · [Tutorial](#)

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

[ub33's solution](#)

**1686.**

106169C

[You can't just take and divide](#) · [Tutorial](#)

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

[ub33's solution](#)

**1687.**

106169B

[Nostalgia](#) · [Tutorial](#)

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

[ub33's solution](#)

**1688.**

106169A

[Borg Cube](#) · [Tutorial](#)

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

[ub33's solution](#)

**1689.**

106144L

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

Rating: — · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

**1690.**

106144K

[Strange Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

**1691.**

106144B

[Convex Interval](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

**1692.**

106144C

[Monocarp, Polycarp and Brackets](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

**1693.**

106144E

[Limousine Rally](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

**1694.**

106144G

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

Rating: — · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

**1695.**

106144J

[Shift the Number](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

**1696.**

106144A

[Delete the Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

**1697.**

106144F

[Jenga](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

**1698.**

106144M

[Tactical Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

**1699.**

106164L

[Laser](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

**1700.**

106164E

[Elena and Travel Pass](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

**1701.**

106164C

[Challenge to the Reader](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

### 1702.

106164G

[Galactic Adventure Agency](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

### 1703.

106164I

[ICPC Extractor](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

### 1704.

106164M

[Meticulous Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

### 1705.

106164B

[Bring It To Back](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

### 1706.

106164N

[No Distance is Too Far Apart](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

### 1707.

101158K

[Black and White Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ub33's solution](#)

### 1708.

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[ub33's solution](#)

### 1709.

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, interactive, math

[ub33's solution](#)

### 1710.

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,028 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, interactive

[ub33's solution](#)

### 1711.

106129B

[Bustling Busride](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

**1712.**

106129M

[Mex Hex](#) · [Tutorial](#)Rating: — · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)**1713.**

106129J

[Jumbled Packets](#) · [Tutorial](#)Rating: — · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)**1714.**

106129F

[Fair and Square](#) · [Tutorial](#)Rating: — · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)**1715.**

106129D

[Demand for Cycling](#) · [Tutorial](#)Rating: — · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)**1716.**

106129L

[Labour Laws](#) · [Tutorial](#)Rating: — · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)**1717.**

106129K

[Karlsruhe Skyline](#) · [Tutorial](#)Rating: — · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)**1718.**

106129G

[Generating Cool Passwords Company](#) · [Tutorial](#)Rating: — · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)**1719.**

106129H

[Happy Hookup](#) · [Tutorial](#)Rating: — · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)**1720.**

106129A

[Around the Table](#) · [Tutorial](#)Rating: — · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)**1721.**

106020C

[GCD on Tree](#) · [Tutorial](#)Rating: — · first AC: 2025-09-24 · last AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)**1722.**

106020G

[Pretty Prime Collection](#) · [Tutorial](#)Rating: — · first AC: 2025-09-24 · last AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1723.**

106020J

[AND Construction](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1724.**

106020E

[Permutation Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1725.**

106020A

[Tree Labeling](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1726.**

106020F

[Coin Flip](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1727.**

106020M

[Hayyan and Subarray Sums](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1728.**

106020H

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

Rating: — · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1729.**

106020N

[Colored Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-24 · PyPy 3-64 (first AC) · Tags: —  
[ub33's solution](#)

**1730.**

106020B

[Free Problems](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-24 · PyPy 3-64 (first AC) · Tags: —  
[ub33's solution](#)

**1731.**

104426G

[GCD of Strings](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1732.**

104426J

[Dyscalculia](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1733.**

104426D

[Bubble Sort !!?](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1734.**

104426K

[Divisibility](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

**1735.**

104426E

[Stacked Pearls](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ub33's solution](#)

**1736.**

104426F

[The Lazy Author](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ub33's solution](#)

**1737.**

104426M

[Kubernetes](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

**1738.**

104426L

[Protecting The Earth](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ub33's solution](#)

**1739.**

104426B

[Permutation Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

**1740.**

104426I

[Yazan's game](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ub33's solution](#)

**1741.**

104426A

[G Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

**1742.**

104426H

[Abo Abdo Smoothies](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ub33's solution](#)

**1743.**

104426C

[SYPUCPC Problemsetting](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ub33's solution](#)

**1744.**

104426N

[Ichthyophobia](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

**1745.**

106032M

[Destiny changes the game](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-17 · last AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1746.**

106032B

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

Rating: — · first AC: 2025-09-17 · last AC: 2025-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**1747.**

106032D

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

Rating: — · first AC: 2025-09-17 · last AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1748.**

106032J

[Characters Shift](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-17 · last AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1749.**

106032I

[Make Them Happy](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-17 · last AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1750.**

106032G

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

Rating: — · first AC: 2025-09-17 · last AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1751.**

106032H

[Can You Win](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-17 · last AC: 2025-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**1752.**

106032E

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

Rating: — · first AC: 2025-09-17 · last AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1753.**

106032A

[Completely Divisible Subarrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-17 · last AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1754.**

106032L

[A Centroid Conundrum](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-17 · last AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1755.**

106032C

[String Value](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-17 · last AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1756.**

106032F

[What If You Didn't Solve the Extreme?](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-17 · last AC: 2025-09-17 · PyPy 3-64 (first AC) · Tags: —

[ub33's solution](#)

**1757.**

106032K

[University Exam](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-17 · last AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ub33's solution](#)

**1758.**

106035M

[Playing with magnets](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

**1759.**

106035F

[Mobile Communication](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

**1760.**

106035C

[Unsuccessful pseudo-random](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

**1761.**

106035H

[University ranking](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

**1762.**

106035I

[Nicka and the goldfish](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

**1763.**

106035G

[Tree problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

**1764.**

106035N

[Auto-completion](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

**1765.**

106035J

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

**1766.**

106035E

[Nika and turnip](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · PyPy 3-64 (first AC) · Tags: —

[ub33's solution](#)

**1767.**

106035L

[Pills](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

**1768.**

106035K

[Gray's numerical sequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

**1769.**

106035A

[Pyramidal paths](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

**1770.**

106033E

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

Rating: — · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ub33's solution](#)

**1771.**

106033I

[Imprisoned XII](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ub33's solution](#)

**1772.**

106033L

[Limited Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ub33's solution](#)

**1773.**

106033J

[Journey](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ub33's solution](#)

**1774.**

106033B

[BaCoder Testing Procedure](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ub33's solution](#)

**1775.**

104288G

[Mosaic Browsing](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ub33's solution](#)

**1776.**

105922B

[Triangle Uika](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

**1777.**

105922H

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

Rating: — · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

**1778.**

105922L

[Good Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

**1779.**

105922C

[SSPPSPSP](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

**1780.**

105922G

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

Rating: — · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ub33's solution](#)

**1781.**

105922D

[Coprime](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

**1782.**

105922F

[Ever Forever](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

**1783.**

105922J

[Odd-Even Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

**1784.**

105973I

[Statue on a Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ub33's solution](#)

**1785.**

105973B

[Red Dead Redemption 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ub33's solution](#)

**1786.**

105973C

[Binomial XOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ub33's solution](#)

**1787.**

105973J

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

Rating: — · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ub33's solution](#)

**1788.**

105973G

[MEX-imum Beauty](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ub33's solution](#)

**1789.**

105973A

[Edgy Graph](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1790.**

105973F

[Divisible Perfection](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1791.**

105949C

[Optimal Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1792.**

105949K

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

Rating: — · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1793.**

105949A

[Minimum Product](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1794.**

105949F

[Inversion Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1795.**

105949J

[Sichuan Provincial Contest](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1796.**

105949H

[Hututu](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1797.**

105949I

[Essentially Different Suffixes](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1798.**

105712F

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

Rating: — · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1799.**

105712K

[Tree With One Edge](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1800.**

105712L

[Two Squares](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1801.**

105712I

[Domino Swap](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1802.**

105712B

[Card Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1803.**

105712G

[Knight Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1804.**

105712J

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

Rating: — · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1805.**

105712H

[Illuminated Lights II](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1806.**

105712E

[Combination Lock](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1807.**

105712C

[End-Balanced Subarrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1808.**

105712A

[Anti-Closed Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1809.**

105712N

[String Split](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · PyPy 3-64 (first AC) · Tags: —  
[ub33's solution](#)

**1810.**

103469B

[Bruteforce](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1811.**

103469G

[Glory Graph](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1812.**

103469H

[Hamiltonian](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1813.**

103469F

[Fancy Formulas](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1814.**

103469E

[Eulerian?](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1815.**

103469M

[Math](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1816.**

103469A

[AND](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1817.**

103861H

[Check Pattern is Good](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1818.**

105465G

[Graph Race](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-14 · last AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1819.**

105465C

[Christmas Sky](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1820.**

105465K

[\\$\\$ Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1821.**

105465M

[Max Minus Min](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1822.**

105465F

[Fast XORting](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1823.**

105465E

[Eliminate Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1824.**

105465J

[Jackpot](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1825.**

105465B

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

Rating: — · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1826.**

105053C

[Clever Cell Choices](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1827.**

105053B

[Beating the Record](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1828.**

105053F

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

Rating: — · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1829.**

105053E

[Expanding STACKS!](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1830.**

105053K

[KMOP](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1831.**

105053D

[DiviDuelo](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1832.**

105053L

[LED Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1833.**

105838E

[Creative Boki-chan](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1834.**

105838J

[Skill Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1835.**

105838G

[Who Likes Mathematics is not Boki-chan](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1836.**

105838L

[Greedy World](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1837.**

105838C

[Cowardly Lizard IV](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1838.**

105838H

[Defense Deployment](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1839.**

105838A

[A New Journey](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1840.**

105838K

[ruskal's Reconstruction Number](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1841.**

105838D

[Cowardly Lizard V](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1842.**

105838B

[Lunch!](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1843.**

105811G

[Music Festival](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1844.**

105811I

[Game, Set, Match](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1845.**

105811F

[Night Ride](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1846.**

105811J

[Security Breach](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1847.**

105811H

[Lineism](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1848.**

105811L

[Trapped in the Big Apple](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1849.**

105811K

[Philadelphia Museum of Art](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1850.**

105811E

[Cable Plan](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1851.**

105811B

[Card Counting](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1852.**

105811D

[City Renewal](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1853.**

105811M

[Tea Party](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1854.**

105811A

[Fishy Tank](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1855.**

104094I

[Soviet Kindergarten](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1856.**

104094G

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Rating: — · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1857.**

104094K

[The Fortress Defense](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1858.**

104094B

[GPS Hack](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1859.**

104094D

[Gas Stations](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1860.**

104094C

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1861.**

104094E

[kex](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1862.**

104094A

[Meeting Near the Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1863.**

105755K

[Killer Cows](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**1864.**

105755H

[Heaps of Queries](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1865.**

105755I

[In the News](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1866.**

105755C

[Count Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1867.**

105755E

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

Rating: — · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1868.**

105755J

[Joystick Jumping](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1869.**

105755A

[A Times B](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1870.**

105755G

[Grids of Grids](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1871.**

105833B

[Brilliance of Wings](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

**1872.**

105833G

[Game of Two Choices](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-16 · last AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ub33's solution](#)

**1873.**

105833I

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

Rating: — · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1874.**

105833L

[Last Goal](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1875.**

105833D

[Double String](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1876.**

105833K

[Kanto To Johto](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1877.**

105833C

[Chimchar Defense](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**1878.**

105833H

[Help Eevee Pls Eh](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1879.**

105833A

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

Rating: — · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1880.**

105833M

[Miracles can be Created](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1881.**

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-31 · last AC: 2025-04-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ub33's solution](#)

**1882.**

105767E

[GCD and LCM in Perfect Sync](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1883.**

105767D

[Array Forge](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1884.**

105767C

[Kaosar loves Polynomials](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1885.**

105767B

[Subtractonacci](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1886.**

105767A

[Submission Bait II](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1887.**

2095A

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

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · Python 3 (first AC) · Tags: \*special, string suffix structures  
[ub33's solution](#)

**1888.**

101745C

[Infinite Graph Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

**1889.**

101745B

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

Rating: — · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

**1890.**

101745A

[Police Patrol](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1891.**

105789I

[Infinite Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ub33's solution](#)

**1892.**

105789B

[Brazilian FootXOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1893.**

105789G

[Game of Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ub33's solution](#)

**1894.**

105789D

[Dangerous City](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1895.**

105789K

[Keep Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1896.**

105789A

[Ananna](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1897.**

105789L

[LED Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ub33's solution](#)

**1898.**

105789C

[Coatless in Yakutsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1899.**

103388J

[Just Bootfall](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1900.**

105535J

[Jolly Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1901.**

105535A

[Arithmetics and That's It](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1902.**

105535E

[Enter the Museum](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1903.**

105535K

[Know Your Duration of Stay](#) · [Tutorial](#)

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**1904.**

105535L

[Late Autumn Set of Cards](#) · [Tutorial](#)

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**1905.**

105535H

[Huh? Oh, Yes, Welcome to the Contest!](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1906.**

105698A

[actGenshinImp](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1907.**

105698L

[LIS on Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1908.**

105698D

[Depth of Cartesian Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1909.**

105698K

[Kaz's Party](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1910.**

105698G

[Get Mex Range Add Linear](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: —

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105698I

[Inequality Satisfying Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: —

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101810M

[Greedy Pirate](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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101810A

[Careful Thief](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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101810D

[Magic Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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101810E

[N-Dimensional Grid](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ub33's solution](#)**1916.**

101810F

[Minimum Sum of Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ub33's solution](#)**1917.**

101810B

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

Rating: — · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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101810C

[Flip the Bits](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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101810I

[Split the Number](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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101810H

[Making Friends](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1921.**

105627B

[Hezardastan's Annual Report](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**1922.**

105627A

[Micromasters](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**1923.**

105666A

[Number Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1924.**

103049G

[Great Expectations](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1925.**

105633G

[Beyond the Former Explorer](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ub33's solution](#)

**1926.**

105633I

[Greatest of the Greatest Common Divisors](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1927.**

105633K

[Scheduling Two Meetings](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1928.**

105633E

[E-Circuit Is Now on Sale!](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1929.**

105633C

[Omnes Viae Yokohamam Ducunt?](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1930.**

105633A

[Ribbon on the Christmas Present](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1931.**

105633B

[The Sparsest Number in Between](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1932.**

102780J

[Something that resembles Waring's problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-25 · Python 3 (first AC) · Tags: —

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**1933.**

102780I

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

Rating: — · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

**1934.**

102780C

[Emoticons](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

**1935.**

102780K

[Parabolic sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

**1936.**

102780D

[Power play](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1937.**

102780B

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

Rating: — · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1938.**

102780F

[A word game](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1939.**

102780H

[Men's showdown](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

**1940.**

102780A

[Green tea](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

**1941.**

103388L

[Listing Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

**1942.**

103388G

[Getting in Shape](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[ub33's solution](#)

**1943.**

103388M

[Monarchy in Vertigo](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1944.**

103388N

[No Luck](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1945.**

103388E

[Escalator](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1946.**

103388C

[Creating Multiples](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1947.**

103388K

[Kathmandu](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1948.**

103388H

[Handling the Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1949.**

105537C

[Capybara Cozy Carnival](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1950.**

105537K

[Keyboard Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1951.**

105537J

[Just Half is Enough](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1952.**

105537F

[False Alarm](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1953.**

105537A

[Another Brick in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1954.**

102428J

[Jumping Grasshoper](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1955.**

105442J

[Rabid Rabbit](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1956.**

105442L

[Watchdogs](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1957.**

105442D

[Fishception](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1958.**

105442G

[Pray Mink](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1959.**

105442A

[Flag Bearer](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1960.**

105442K

[Fellow Sheep](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1961.**

105442H

[Ornithology](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1962.**

105442F

[Hamster](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1963.**

105442I

[P||k Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1964.**

100548C

[The Problem Needs 3D Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1965.**

104871D

[Drying Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1966.**

104871H

[Human Resources](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · last AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1967.**

104871I

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

Rating: — · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1968.**

104871C

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1969.**

104871B

[Ball Passing](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1970.**

104871E

[Equal Schedules](#) · [Tutorial](#)

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[ub33's solution](#)

**1971.**

100827F

[Knights](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1972.**

100827K

[Towers](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1973.**

100827C

[Containment](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1974.**

100827D

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · PyPy 3-64 (first AC) · Tags: —  
[ub33's solution](#)

**1975.**

100827L

[Wormhole](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1976.**

100827E

[Hill Number](#) · [Tutorial](#)Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)**1977.**

100827I

[Salary Inequity](#) · [Tutorial](#)Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)**1978.**

100827H

[Pushups](#) · [Tutorial](#)Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)**1979.**

100827A

[Runes](#) · [Tutorial](#)Rating: — · first AC: 2024-10-25 · PyPy 3-64 (first AC) · Tags: —  
[ub33's solution](#)**1980.**

104945G

[Favourite dish](#) · [Tutorial](#)Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)**1981.**

104945L

[Broken trophy](#) · [Tutorial](#)Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)**1982.**

104945J

[Olympic goodies](#) · [Tutorial](#)Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)**1983.**

104945E

[Nicest view](#) · [Tutorial](#)Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)**1984.**

104945B

[Supporting everyone](#) · [Tutorial](#)Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)**1985.**

104945K

[Team selection](#) · [Tutorial](#)Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)**1986.**

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1987.**

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1988.**

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1989.**

104757I

[ISBN Conversion](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · PyPy 3-64 (first AC) · Tags: —  
[ub33's solution](#)

**1990.**

104757B

[B Road Band](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1991.**

104757E

[Prof.-Fumblemore and the Collatz Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1992.**

104757K

[Split Decisions](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1993.**

104757F

[Double Up](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1994.**

104757D

[Cornhusker](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1995.**

104757A

[A Pivotal Question](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1996.**

104790K

[King of the Hill](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1997.**

105307F

[Portal Maintenance](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1998.**

105307G

[Ki Chang Jab Takkataen](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**1999.**

105307K

[A Potion Shopping On This Wonderful World!](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**2000.**

105307B

[Emma and the Pixie dust](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**2001.**

105307H

[Final Quiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**2002.**

105307I

[Lulu And The Magical Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**2003.**

105307A

[Card Dealer Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**2004.**

105307E

[Hidden Project](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**2005.**

105307C

[Chopsticks](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**2006.**

105335E

[Executive's Holidays](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**2007.**

105335I

[Ideal Permutation Pairing](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**2008.**

105335F

[Fill T](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**2009.**

105335N

[\[N\]ew YoRHa Security](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**2010.**

105335D

[Disinfection Patch](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**2011.**

105335C

[Cattering](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**2012.**

105335K

[Kid Rally](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**2013.**

105335B

[Back in the Day](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · PyPy 3-64 (first AC) · Tags: —  
[ub33's solution](#)

**2014.**

105335G

[Glory Road](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · PyPy 3-64 (first AC) · Tags: —  
[ub33's solution](#)

**2015.**

105335A

[Auntie's Magical Cake](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**2016.**

105335L

[Lulu and Friends](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**2017.**

105292D

[Differencing](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**2018.**

105292H

[HW0.514](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**2019.**

105292L

[Ltf's Board Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-16 · PyPy 3-64 (first AC) · Tags: —  
[ub33's solution](#)

**2020.**

105292A

[Akari](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**2021.**

101201I

[Postman](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**2022.**

101201K

[Tournament Wins](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**2023.**

101201J

[Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**2024.**

101201H

[Paint](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**2025.**

101201C

[Cameras](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**2026.**

101201A

[Alphabet](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**2027.**

104333A

[Convolution XOR SUM](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**2028.**

105257L

[Chess](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**2029.**

105257C

[Seats](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**2030.**

105257G

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

Rating: — · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**2031.**

105257M

[Window Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**2032.**

105257F

[Try a try, AC is OK](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**2033.**

105257A

[chmod](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**2034.**

105139L

[LCMs](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**2035.**

105139B

[Nana Likes Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**2036.**

105139E

[Spicy or Grilled?](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**2037.**

105139J

[Points on the Number Axis A](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**2038.**

105139A

[Long Live](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**2039.**

104901D

[Largest Digit](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

**2040.**

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,102 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, strings  
[ub33's solution](#)

**2041.**

104508B

[Bogosort](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ub33's solution](#)

## 2042.

104197E

[Excellent XOR Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

## 2043.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: \*special, data structures, dfs and similar, divide and conquer, trees

[ub33's solution](#)

## 2044.

104197F

[F\\*\\*\\* 3-Colorable Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

## 2045.

101611B

[Byteland Trip](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

## 2046.

1940D

[Almost Certainly](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: \*special, constructive algorithms, data structures, sortings

[ub33's solution](#)

## 2047.

1939C

[More Gifts](#) · [Tutorial](#)

Quality: 415 global accepts · Rating: — · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: \*special, dfs and similar, two pointers

[ub33's solution](#)

## 2048.

1939B

[Evidence Board](#) · [Tutorial](#)

Quality: 307 global accepts · Rating: — · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: \*special, constructive algorithms, dfs and similar, graphs, trees

[ub33's solution](#)

## 2049.

104832J

[Do It Yourself?](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

## 2050.

104832K

[Probing the Disk](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

## 2051.

104832G

[Fortune Telling](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

## 2052.

104832D

[Nested Repetition Compression](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ub33's solution](#)

### 2053.

104832B

[Rank Promotion](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ub33's solution](#)

### 2054.

104832F

[Color Inversion on a Huge Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ub33's solution](#)

### 2055.

104832A

[Yokohama Phenomena](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ub33's solution](#)

### 2056.

104821F

[Equivalent Rewriting](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ub33's solution](#)

### 2057.

104821C

[Primitive Root](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ub33's solution](#)

### 2058.

104821G

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ub33's solution](#)

### 2059.

104821I

[Counter](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ub33's solution](#)

### 2060.

102392E

[Life Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ub33's solution](#)

### 2061.

102392G

[Projection](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ub33's solution](#)

### 2062.

102392B

[Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ub33's solution](#)

### 2063.

102392D

[Cycle String?](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2064.**

102392J

[Graph and Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2065.**

102392I

[Absolute Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2066.**

103640B

[Because, Art!](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2067.**

103640M

[Most Ordered Way](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2068.**

103640I

[Invested Money](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2069.**

103640H

[Hamilton - The Musical](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2070.**

103640J

[Joining Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2071.**

103640F

[Fields Division](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2072.**

103640K

[KIARA is a Recursive Acronym](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2073.**

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2074.**

104064G

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

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

## 2075.

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ub33's solution](#)

## 2076.

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ub33's solution](#)

## 2077.

101234B

[Bored Dreamoon](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ub33's solution](#)

## 2078.

101234I

[Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ub33's solution](#)

## 2079.

101234J

[Zero Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ub33's solution](#)

## 2080.

101234A

[Hacker Cups and Balls](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ub33's solution](#)

## 2081.

101234C

[Crazy Dreamoon](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ub33's solution](#)

## 2082.

101234G

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

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ub33's solution](#)

## 2083.

104618F

[Bing is Chilling](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

## 2084.

104618E

[Cone Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

## 2085.

104618D

[Ice Cream Lasagna](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2086.**

104618C

[Sweet Selections](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2087.**

102001G

[Go Make It Complete](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2088.**

102001F

[Popping Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2089.**

102001K

[Boomerangs](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2090.**

102001J

[Future Generation](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2091.**

102001H

[Lexical Sign Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2092.**

102001A

[Edit Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · Python 3 (first AC) · Tags: —

[ub33's solution](#)

**2093.**

102001L

[Binary String](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · Python 3 (first AC) · Tags: —

[ub33's solution](#)

**2094.**

102001D

[Icy Land](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2095.**

102001I

[Lie Detector](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · Python 3 (first AC) · Tags: —

[ub33's solution](#)

**2096.**

104508G

[Grouping Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2097.**

104508C

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

Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2098.**

104508H

[Harmony Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2099.**

104508F

[Fake Solution](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2100.**

104508I

[IMO Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2101.**

104508E

[Er Wei Shu Dian](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2102.**

104491F

[Bayan Testing](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2103.**

104596K

[Where Have You Bin?](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2104.**

104596H

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

Rating: — · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2105.**

104596G

[Out of Sorts](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2106.**

104596A

[Retribution!](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2107.**

104596E

[Just Passing Through](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · last AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2108.**

104596F

[Musical Chairs](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2109.**

104573F

[Egg](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2110.**

104573E

[Shifty Shuffling](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2111.**

104573D

[XP Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2112.**

104573C

[Iridescent Iguanas](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2113.**

102082K

[Sixth Sense](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2114.**

102082G

[What Goes Up Must Come Down](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2115.**

102082C

[Emergency Evacuation](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2116.**

102082B

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

Rating: — · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2117.**

102082A

[Digits Are Not Just Characters](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2118.**

104012M

[Mex and Cards](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2119.**

104012K

[K-Shaped Figures](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2120.**

104012B

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

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2121.**

104012E

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

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2122.**

104012L

[Limited Swaps](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2123.**

104012C

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2124.**

104012A

[Absolutely Flat](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · PyPy 3-64 (first AC) · Tags: —

[ub33's solution](#)

**2125.**

104012N

[New Time](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · PyPy 3-64 (first AC) · Tags: —

[ub33's solution](#)

**2126.**

104020J

[Jagged Skyline](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2127.**

104020H

[House Numbering](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2128.**

104020K

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

Rating: — · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2129.**

104020D

[Dividing DNA](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

### 2130.

104020C

[Crashing Competition Computer](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

### 2131.

104020A

[Adjusted Average](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

### 2132.

104020L

[Lowest Latency](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

### 2133.

104020I

[Imperfect Imperial Units](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

### 2134.

104020F

[Failing Flagship](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

### 2135.

104020B

[Bellevue](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

### 2136.

104020E

[Equalising Audio](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

### 2137.

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

### 2138.

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

### 2139.

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

### 2140.

104118F

[Factions vs The Hegemon](#) · [Tutorial](#)

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**2141.**

104118I

[Item Crafting](#) · [Tutorial](#)

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[ub33's solution](#)

**2142.**

104118J

[Junior Steiner Three](#) · [Tutorial](#)

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[ub33's solution](#)

**2143.**

104118G

[Gallivanting Merchant](#) · [Tutorial](#)

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[ub33's solution](#)

**2144.**

104118C

[Conform Conforme](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ub33's solution](#)

**2145.**

104118K

[Kapitan Amazing](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ub33's solution](#)

**2146.**

104118A

[An Easy Calculus Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ub33's solution](#)

**2147.**

104536H

[Sort Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2148.**

104536E

[LIS Maximization](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2149.**

104536C

[Maximum GCD Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2150.**

104536B

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

Rating: — · first AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2151.**

104536A

[XOR Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

## 2152.

101873G

[Water Testing](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ub33's solution](#)

## 2153.

101873C

[Joyride](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ub33's solution](#)

## 2154.

101873B

[Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ub33's solution](#)

## 2155.

101873I

[Uberwatch](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ub33's solution](#)

## 2156.

101873D

[Pants On Fire](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ub33's solution](#)

## 2157.

101873K

[You Are Fired](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ub33's solution](#)

## 2158.

101498L

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

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ub33's solution](#)

## 2159.

101498K

[Two Subarrays](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ub33's solution](#)

## 2160.

101498J

[Spilt the String](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ub33's solution](#)

## 2161.

101498F

[Cooking Time](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ub33's solution](#)

## 2162.

101498G

[Super Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2163.**

101498H

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

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2164.**

101498I

[Rock Piles](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2165.**

101498D

[Counting Paths](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2166.**

101498A

[Watching TV](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2167.**

101498E

[Car Factory](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2168.**

101498B

[Longest Prefix](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2169.**

101498C

[Lunch Break](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2170.**

101606H

[Hiking](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2171.**

101606K

[Knightsbridge Rises](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2172.**

101606G

[Gentlebots](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2173.**

101606B

[Breaking Biscuits](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2174.**

101606E

[Education](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2175.**

101606L

[Lizard Lounge](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2176.**

101606F

[Flipping Coins](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2177.**

101606D

[Deranging Hat](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2178.**

101606C

[Cued In](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2179.**

101606A

[Alien Sunset](#) · [Tutorial](#)

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**2180.**

101606I

[I Work All Day](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2181.**

101606J

[Just A Minim](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2182.**

101608E

[Robot I - Instruction Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2183.**

101608M

[Winning Cells](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2184.**

101608G

[WiFi Password](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2185.**

101608D

[Test Cases](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ub33's solution](#)

**2186.**

101608C

[A message for you!](#) · [Tutorial](#)

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[ub33's solution](#)

**2187.**

101608A

[Chrome Tabs](#) · [Tutorial](#)

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[ub33's solution](#)

**2188.**

101608B

[OverCode](#) · [Tutorial](#)

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[ub33's solution](#)

**2189.**

101623K

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

Rating: — · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ub33's solution](#)

**2190.**

101623I

[Installing Apps](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ub33's solution](#)

**2191.**

101623G

[Glyph Recognition](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ub33's solution](#)

**2192.**

101623H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ub33's solution](#)

**2193.**

101623D

[Dunlish](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ub33's solution](#)

**2194.**

101623B

[Boss Battle](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2195.**

101620G

[Gambling Guide](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2196.**

101620H

[Hidden Hierarchy](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2197.**

101620J

[Justified Jungle](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2198.**

101620F

[Faulty Factorial](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2199.**

101620A

[Assignment Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2200.**

101611F

[Fake or Leak?](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2201.**

101611C

[Carpet](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2202.**

101611G

[God of Winds](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2203.**

101611D

[Decoding of Varints](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2204.**

101611A

[Advertising Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2205.**

101615G

[Security Badge](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2206.**

101617G

[Rainbow Roads](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

## 2207.

101615D

[Rainbow Roads](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

## 2208.

101615E

[Straight Shot](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

## 2209.

101615J

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

## 2210.

101615L

[Delayed Work](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

## 2211.

101615C

[Fear Factoring](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

## 2212.

101615A

[Odd Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

## 2213.

101617D

[Jumping Haybales](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

## 2214.

101617J

[Treasure Map](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

## 2215.

101617I

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

Rating: — · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

## 2216.

104345J

[Squirrel Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

## 2217.

104345M

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

Rating: — · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2218.**

104345H

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

Rating: — · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2219.**

104345B

[Query on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2220.**

104252L

[Lazy Printing](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2221.**

104252K

[Kind Baker](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2222.**

104252C

[City Folding](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2223.**

104252H

[Horse Race](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2224.**

104252M

[Maze in Bolt](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2225.**

104252E

[Empty Squares](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2226.**

104252A

[Asking for Money](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2227.**

104252I

[Italian Calzone & Pasta Corner](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2228.**

104252D

[Daily Trips](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —



[ub33's solution](#)

**2240.**

104221A

[B 0DD8D0 8 C0>CDADt5D" :C @C =CD0D,,5C•](#)

Rating: — · first AC: 2023-03-06 · PyPy 3-64 (first AC) · Tags: —

[ub33's solution](#)

**2241.**

104097I

[\[P-ÆT·T0c\(S0\)](#)

Rating: — · first AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2242.**

104097B

[f0R Trivial v..Lvî \(Quãdrival\)](#)

Rating: — · first AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2243.**

104097A

[e¹XJs \(Tower\)al](#)

Rating: — · first AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2244.**

101341K

[Competitions · Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2245.**

101341A

[Streets of Working Lanterns - 2 · Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2246.**

101341E

[Bonuses and Teleports · Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2247.**

101341I

[Matrix God · Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2248.**

101341H

[Perfect Ban · Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2249.**

101341G

[I love Codeforces · Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2250.**

101341M

[Last Man Standing · Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2251.**

101341C

[Urn with Balls](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2252.**

101341B

[Pursuing the Happiness](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2253.**

101341D

[Jumps](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2254.**

101808I

[Ildar Yalalov](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2255.**

101808E

[Floods](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2256.**

101808B

[Amer and Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2257.**

101808K

[Another Shortest Path Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2258.**

101808J

[Saeed and Folan](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2259.**

101808C

[Help Shahhoud](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2260.**

101808F

[Random Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2261.**

101808A

[Martadella Strikes Again](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2262.**

103260I

[Trade](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[ub33's solution](#)

**2263.**

103260J

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

Rating: — · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2264.**

103260A

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

Rating: — · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2265.**

103260M

[Discrete Logarithm is a Joke](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · PyPy 3-64 (first AC) · Tags: —

[ub33's solution](#)

**2266.**

103102A

[Archeologists](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2267.**

103102I

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

Rating: — · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2268.**

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2269.**

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2270.**

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2271.**

102433A

[Radio Prize](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2272.**

102433L

[Carry Cam Failure](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2273.**

102433M

[Maze Connect](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2274.**

102433B

[Perfect Flush](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2275.**

102433I

[Error Correction](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2276.**

102433C

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

Rating: — · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2277.**

102433E

[Rainbow Strings](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2278.**

102433D

[Dividing By Two](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2279.**

101572D

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

Rating: — · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2280.**

101572A

[Airport Coffee](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2281.**

101572E

[Emptying the Baltic](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2282.**

101572K

[Kayaking Trip](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2283.**

101572I

[Import Spaghetti](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2284.**

101572G

[Galactic Collegiate Programming Contest](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2285.**

101572B

[Best Relay Team](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2286.**

101572J

[Judging Moose](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2287.**

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2288.**

102896L

[Lookup Performance](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2289.**

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2290.**

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2291.**

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2292.**

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2293.**

101666C

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

Rating: — · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2294.**

101666E

[Easter Eggs](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2295.**

101666L

[Lemonade Trade](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · Python 3 (first AC) · Tags: —

[ub33's solution](#)

**2296.**

101666K

[King of the Waves](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2297.**

101666I

[Irrational Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2298.**

101666D

[Detour](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2299.**

101666M

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

Rating: — · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2300.**

101666A

[Amsterdam Distance](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2301.**

101666F

[Falling Apart](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2302.**

103860L

[Paid Leave](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2303.**

103860J

[jfw.harie.edu](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2304.**

103860F

[Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2305.**

103860A

[Mash](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2306.**

101986J

[String Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2307.**

101986F

[Pizza Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2308.**

101986I

[Starting a Scenic Railroad Service](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2309.**

101986B

[Parallel Lines](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2310.**

101986C

[Medical Checkup](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2311.**

101986A

[Secret of Chocolate Poles](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2312.**

100307J

[Join the Conversation](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2313.**

100307B

[Bonus Cards](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2314.**

100307F

[Fraud Busters](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2315.**

101673J

[Workout for a Dumbbell](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2316.**

101673G

[A Question of Ingestion](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2317.**

101673F

[Keeping On Track](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2318.**

101673D

[Game of Throws](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2319.**

101673H

[Sheba's Amoebas](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2320.**

101673C

[DRM Messages](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2321.**

103446K

[Circle of Life](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2322.**

103446H

[Life is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2323.**

103446I

[Steadily Growing Steam](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2324.**

103446G

[Edge Groups](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2325.**

103446D

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

Rating: — · first AC: 2022-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2326.**

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2327.**

102129D

[Basis Change](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2328.**

102129E

[Scored Nim](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2329.**

102129K

[Expected Value](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2330.**

101635G

[Cordon Bleu](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2331.**

101635C

[Macarons](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2332.**

101635E

[Ingredients](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2333.**

101635A

[Cakey McCakeFace](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2334.**

101635J

[Frosting on the Cake](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2335.**

101635F

[Shattered Cake](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2336.**

103098A

[Adjacent Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2337.**

103098I

[Interesting Scoring Systems](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2338.**

103098K

[Königsberg Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2339.**

103098C

[Cartesian MST](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2340.**

103098J

[Joyful Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2341.**

102984D

[Non-Decreasing Subarray Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2342.**

102984E

[Observer Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2343.**

102984G

[Solo Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2344.**

100438G

[How do spiders walk on water?](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2345.**

100438F

[Sentry Robots](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2346.**

100438A

[Beehives](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2347.**

100438C

[LCM Pair Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2348.**

100438B

[Bits Equalizer](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2349.**

100460J

[Shards of the Past](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2350.**

100460D

[Make It Through Your Way](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2351.**

100460E

[Blood of Elves](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2352.**

100460C

[Born for the Battle](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2353.**

100460F

[At the Hell's Threshold](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2354.**

100460G

[Eternal Champion](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2355.**

100460L

[Icy Rider](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2356.**

100460K

[Epilogue](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2357.**

100460B

[Time of Trial](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2358.**

100460H

[A Ballad about the Tear](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2359.**

100641D

[Generalized Roman Numerals](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2360.**

100641A

[Continued Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2361.**

100641E

[Inspectors](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2362.**

100641B

[A Cure for the Common Code](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2363.**

102007K

[Kingpin Escape](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2364.**

102007G

[Game Night](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2365.**

102007F

[Financial Planning](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2366.**

102007C

[Cardboard Container](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2367.**

102007B

[Birthday Boy](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2368.**

102007J

[Janitor Troubles](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2369.**

102007A

[A Prize No One Can Win](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2370.**

101177E

[Election Frenzy](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2371.**

101177I

[Intuidiff II](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2372.**

101177A

[Anticlockwise Motion](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2373.**

101177K

[Kiwis vs Kangaroos](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2374.**

101549A

[Binary Matrix 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —

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**2375.**

101549B

[Probability Through Experiments](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2376.**

101549D

[Radiation](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2377.**

101549I

[Prime Substring](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2378.**

101549H

[Birthdates](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2379.**

101549J

[Longest Word](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2380.**

102006D

[Carnival Slots](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —

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**2381.**

102006H

[Bugged System](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2382.**

102006C

[Portals](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —

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**2383.**

102006B

[Binary Hamming](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2384.**

102006A

[Hello SCPC 2018!](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**2385.**

100495A

[Crystals](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**2386.**

100495H

[Sugar and Salt](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2387.**

100495F

[Snake++](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**2388.**

100495E

[Simple sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2389.**

100495K

[Wolf and sheep](#) · [Tutorial](#)

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[ub33's solution](#)

**2390.**

100495B

[Don't swear!](#) · [Tutorial](#)

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**2391.**

100495D

[Modulo maths](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2392.**

101412B

[Stylish](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**2393.**

101412D

[Find the Outlier](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

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**2394.**

101412C

[One-Dimensional Cellular Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

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**2395.**

101412A

[Ginkgo Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

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**2396.**

101412F

[Never Wait for Weights](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

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**2397.**

103438L

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —

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**2398.**

103438J

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —

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**2399.**

103438G

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —

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**2400.**

103438N

[A-series](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —

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**2401.**

103438A

[King of String Comparison](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —

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**2402.**

101954C

[Rullete](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —

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**2403.**

101954F

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Rating: — · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —

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**2404.**

101954E

[Locker Room](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —

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**2405.**

101954H

[Split Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[ub33's solution](#)

**2406.**

101954B

[Security Guards](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[ub33's solution](#)

**2407.**

101954J

[Escalators](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[ub33's solution](#)

**2408.**

101954G

[Horsemeet](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[ub33's solution](#)

**2409.**

101954A

[Die](#) · [Tutorial](#)

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**2410.**

101982B

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**2411.**

101982D

[Count The Bits](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**2412.**

101982F

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**2413.**

101982H

[Repeating Goldbachs](#) · [Tutorial](#)

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**2414.**

101982C

[Contest Setting](#) · [Tutorial](#)

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[ub33's solution](#)

**2415.**

101982G

[Goat on a Rope](#) · [Tutorial](#)

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[ub33's solution](#)

**2416.**

101982L

[Liars](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2417.**

101982J

[Time Limits](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2418.**

101982A

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2419.**

102091H

[As Rich as Crassus](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · PyPy 3-64 (first AC) · Tags: —

[ub33's solution](#)

**2420.**

102091K

[The Stream of Corning 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2421.**

102091L

[Largest Allowed Area](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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**2422.**

102091G

[Communication](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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**2423.**

102091C

[Evolution Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2424.**

102091D

[Bus Stop](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2425.**

102423G

[Jumping Path](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2426.**

102423J

[One of Each](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2427.**

102423H

[Levenshtein Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2428.**

102465F

[Paris by Night](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2429.**

102465B

[Blurred Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2430.**

102465D

[Monument Tour](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2431.**

102465E

[Rounding](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2432.**

102465K

[Dishonest Driver](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2433.**

102465A

[City of Lights](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2434.**

102483K

[Kleptography](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2435.**

102483H

[Hard Drive](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2436.**

102483I

[Inflation](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2437.**

103049E

[Endgame](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2438.**

103049D

[Dragon Balls](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2439.**

103049I

[Island Tour](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2440.**

103049F

[Flight Collision](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2441.**

103049A

[Atomic Energy](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2442.**

103049H

[Hot Springs](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2443.**

103049K

[Keyboardd](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2444.**

103049C

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

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2445.**

103328C

[Perfect Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2446.**

103328E

[Identity Subset](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2447.**

103328J

[Hot Potato](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2448.**

103328B

[Apple Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2449.**

101482D

[Digi Comp II](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2450.**

101482I

[Indoorienteering](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2451.**

101482K

[Knapsack Collection](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2452.**

101482H

[Hyacinth](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2453.**

101482E

[Euclidean TSP](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2454.**

101482F

[Finding Lines](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2455.**

101482C

[Cent Savings](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2456.**

101482J

[Judging Troubles](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2457.**

102759D

[Just Meeting](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2458.**

102759H

[Alchemy](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ub33's solution](#)

**2459.**

102759J

[Remote Control](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2460.**

102759K

[Sewing Graph](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2461.**

101490K

[Safe Racing](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2462.**

101490D

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

Rating: — · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2463.**

101490E

[Charles in Charge](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2464.**

101490J

[Programming Tutors](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2465.**

101490B

[Battle Simulation](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2466.**

101490C

[Brexit](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2467.**

101490I

[Older Brother](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2468.**

101490L

[Sticky Situation](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2469.**

101933K

[King's Colors](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2470.**

101933H

[House Lawn](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2471.**

101933J

[Jumbled String](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2472.**

101933I

[Intergalactic Bidding](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-30 · PyPy 3 (first AC) · Tags: —

[ub33's solution](#)

**2473.**

101933C

[Code Cleanups](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2474.**

101933B

[Baby Bites](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2475.**

102460E

[The League of Sequence Designers](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2476.**

102460L

[Largest Quadrilateral](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2477.**

102460A

[Rush Hour Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2478.**

102460J

[Automatic Control Machine](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2479.**

102460H

[Mining a](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2480.**

102460K

[Length of Bundle Rope](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2481.**

102460D

[Tapioka](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2482.**

102460C

[Are They All Integers?](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2483.**

100541I

[Space Tour](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2484.**

100541D

[Treasure Box](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2485.**

100541B

[Sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2486.**

100541A

[Stock Market](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2487.**

103261G

[Petr's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2488.**

103261F

[Face Recognition Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2489.**

101158G

[Placing Medals on a Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[ub33's solution](#)

**2490.**

101158B

[Quality of Check Digits](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2491.**

101158D

[Hidden Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2492.**

101158C

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

Rating: — · first AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2493.**

101158A

[Rearranging a Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2494.**

100765E

[Train](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2495.**

100765F

[Boring. Hot. Summer...](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

**2496.**

100765I

[Mars Stomatology](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[ub33's solution](#)

**2497.**

100765A

[Sasha vs. Kate](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[ub33's solution](#)

**2498.**

100765D

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · PyPy 3 (first AC) · Tags: —

[ub33's solution](#)

**2499.**

100765G

[BHTML 1.0](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · PyPy 3 (first AC) · Tags: —

[ub33's solution](#)

**2500.**

100765B

[Fair-play](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[ub33's solution](#)

**2501.**

101086D

[Secure but True](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[ub33's solution](#)

**2502.**

101086F

[Hey JUDgE](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[ub33's solution](#)

**2503.**

101086J

[Smooth Developer](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[ub33's solution](#)

**2504.**

101086A

[My Friend of Misery](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[ub33's solution](#)

**2505.**

101086M

[ACPC Headquarters : AASTMT \(Stairway to Heaven\)](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[ub33's solution](#)

**2506.**

101086G

[Paradise City](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[ub33's solution](#)

**2507.**

101086L

[Chance](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[ub33's solution](#)

**2508.**

101086H

[Another Square in the Floor](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[ub33's solution](#)

**2509.**

101147J

[Whistle's New Car](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[ub33's solution](#)

**2510.**

101147A

[The game of Osho](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[ub33's solution](#)

**2511.**

101147G

[The Galactic Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[ub33's solution](#)

**2512.**

101147H

[Commandos](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[ub33's solution](#)

**2513.**

101147E

[Jumping](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[ub33's solution](#)

**2514.**

101147D

[Popcorn](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[ub33's solution](#)

### 2515.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation

[ub33's solution](#)

### 2516.

102503B

[Bogart Gets Disqualified](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[ub33's solution](#)

### 2517.

102503A

[Vincent Adultman](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —

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