

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

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Unique solved — ukbwyx

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

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

Filters: none

Count: 1,103

1.

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 800 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [flows](#), [graphs](#), [greedy](#), [implementation](#)

[ukbwyx's solution](#)

2.

2200B

[Deletion Sort](#) · [Tutorial](#)

Quality: 25,468 global accepts · Rating: 800 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: [bitmasks](#), [brute force](#), [greedy](#), [sortings](#)

[ukbwyx's solution](#)

3.

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 17,985 global accepts · Rating: 800 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: [math](#)

[ukbwyx's solution](#)

4.

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,310 global accepts · Rating: 800 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: [implementation](#)

[ukbwyx's solution](#)

5.

680A

[Bear and Five Cards](#) · [Tutorial](#)

Quality: 13,293 global accepts · Rating: 800 · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [implementation](#)

[ukbwyx's solution](#)

6.

1942A

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

Quality: 18,506 global accepts · Rating: 800 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [math](#)

[ukbwyx's solution](#)

7.

2183A

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

Quality: 23,668 global accepts · Rating: 800 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: [games](#)

[ukbwyx's solution](#)

8.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,732 global accepts · Rating: 800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [strings](#)

[ukbwyx's solution](#)

9.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,577 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [strings](#)

[ukbwyx's solution](#)

10.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory
[ukbwyx's solution](#)

11.

2173A

[Sleeping Through Classes](#) · [Tutorial](#)

Quality: 23,780 global accepts · Rating: 800 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[ukbwyx's solution](#)

12.

1634A

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

Quality: 24,653 global accepts · Rating: 800 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[ukbwyx's solution](#)

13.

1512B

[Almost Rectangle](#) · [Tutorial](#)

Quality: 26,528 global accepts · Rating: 800 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[ukbwyx's solution](#)

14.

1413A

[Finding Sasuke](#) · [Tutorial](#)

Quality: 15,292 global accepts · Rating: 800 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[ukbwyx's solution](#)

15.

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[ukbwyx's solution](#)

16.

2157A

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

Quality: 16,492 global accepts · Rating: 800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
[ukbwyx's solution](#)

17.

2163A

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

Quality: 19,594 global accepts · Rating: 800 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings
[ukbwyx's solution](#)

18.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,826 global accepts · Rating: 800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings
[ukbwyx's solution](#)

19.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,719 global accepts · Rating: 800 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, implementation, math
[ukbwyx's solution](#)

20.

976A

[Minimum Binary Number](#) · [Tutorial](#)

Quality: 10,974 global accepts · Rating: 800 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[ukbwyx's solution](#)

21.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2025-07-16 · last AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[ukbwyx's solution](#)

22.

2152A

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

Quality: 22,304 global accepts · Rating: 800 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[ukbwyx's solution](#)

23.

2146A

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

Quality: 21,836 global accepts · Rating: 800 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[ukbwyx's solution](#)

24.

2147A

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

Quality: 18,629 global accepts · Rating: 800 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[ukbwyx's solution](#)

25.

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,681 global accepts · Rating: 800 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[ukbwyx's solution](#)

26.

954A

[Diagonal Walking](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 800 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[ukbwyx's solution](#)

27.

2148B

[Lasers](#) · [Tutorial](#)

Quality: 33,049 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[ukbwyx's solution](#)

28.

2148A

[Sublime Sequence](#) · [Tutorial](#)

Quality: 47,422 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, math

[ukbwyx's solution](#)

29.

2134A

[Painting With Two Colors](#) · [Tutorial](#)

Quality: 26,557 global accepts · Rating: 800 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[ukbwyx's solution](#)

30.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,641 global accepts · Rating: 800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[ukbwyx's solution](#)

31.

2130A

[Submission is All You Need](#) · [Tutorial](#)

Quality: 28,530 global accepts · Rating: 800 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[ukbwyx's solution](#)

32.

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,487 global accepts · Rating: 800 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[ukbwyx's solution](#)

33.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,205 global accepts · Rating: 800 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[ukbwyx's solution](#)

34.

2124A

[Deranged Deletions](#) · [Tutorial](#)

Quality: 19,197 global accepts · Rating: 800 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[ukbwyx's solution](#)

35.

2123B

[Tournament](#) · [Tutorial](#)

Quality: 34,911 global accepts · Rating: 800 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[ukbwyx's solution](#)

36.

2123A

[Blackboard Game](#) · [Tutorial](#)

Quality: 41,691 global accepts · Rating: 800 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: math
[ukbwyx's solution](#)

37.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,575 global accepts · Rating: 800 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[ukbwyx's solution](#)

38.

2084A

[Max and Mod](#) · [Tutorial](#)

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

39.

2086A

[Cloudberry Jam](#) · [Tutorial](#)

Quality: 33,543 global accepts · Rating: 800 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: math
[ukbwyx's solution](#)

40.

2071A

[The Play Never Ends](#) · [Tutorial](#)

Quality: 27,840 global accepts · Rating: 800 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[ukbwyx's solution](#)

41.

2069A

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

Quality: 26,550 global accepts · Rating: 800 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy
[ukbwyx's solution](#)

42.

2062A

[String](#) · [Tutorial](#)

Quality: 28,280 global accepts · Rating: 800 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy,

math, strings

[ukbwyx's solution](#)

43.

2061A

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

Quality: 22,354 global accepts · Rating: 800 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: math

[ukbwyx's solution](#)

44.

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,640 global accepts · Rating: 800 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy, math

[ukbwyx's solution](#)

45.

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,130 global accepts · Rating: 800 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[ukbwyx's solution](#)

46.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,511 global accepts · Rating: 800 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[ukbwyx's solution](#)

47.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,261 global accepts · Rating: 800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, greedy, math

[ukbwyx's solution](#)

48.

2043A

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

Quality: 26,989 global accepts · Rating: 800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[ukbwyx's solution](#)

49.

2048A

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

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, number theory

[ukbwyx's solution](#)

50.

2034A

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

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

[ukbwyx's solution](#)

51.

1658A

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

Quality: 20,907 global accepts · Rating: 800 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[ukbwyx's solution](#)

52.

255A

[Greg's Workout](#) · [Tutorial](#)

Quality: 31,200 global accepts · Rating: 800 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[ukbwyx's solution](#)

53.

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,153 global accepts · Rating: 800 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
[ukbwyx's solution](#)

54.

888A

[Local Extrema](#) · [Tutorial](#)

Quality: 11,974 global accepts · Rating: 800 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
[ukbwyx's solution](#)

55.

884A

[Book Reading](#) · [Tutorial](#)

Quality: 11,283 global accepts · Rating: 800 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[ukbwyx's solution](#)

56.

873A

[Chores](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 800 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[ukbwyx's solution](#)

57.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory
[ukbwyx's solution](#)

58.

837A

[Text Volume](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 800 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[ukbwyx's solution](#)

59.

818A

[Diplomas and Certificates](#) · [Tutorial](#)

Quality: 7,788 global accepts · Rating: 800 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[ukbwyx's solution](#)

60.

2031A

[Penchick and Modern Monument](#) · [Tutorial](#)

Quality: 20,947 global accepts · Rating: 800 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math
[ukbwyx's solution](#)

61.

710A

[King Moves](#) · [Tutorial](#)

Quality: 14,786 global accepts · Rating: 800 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[ukbwyx's solution](#)

62.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,018 global accepts · Rating: 800 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
[ukbwyx's solution](#)

63.

678A

[Johnny Likes Numbers](#) · [Tutorial](#)

Quality: 15,164 global accepts · Rating: 800 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[ukbwyx's solution](#)

64.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,163 global accepts · Rating: 800 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[ukbwyx's solution](#)

65.

620A

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

Quality: 14,347 global accepts · Rating: 800 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[ukbwyx's solution](#)

66.

2036B

[Startup](#) · [Tutorial](#)

Quality: 29,743 global accepts · Rating: 800 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[ukbwyx's solution](#)

67.

2036A

[Quintomania](#) · [Tutorial](#)

Quality: 40,692 global accepts · Rating: 800 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[ukbwyx's solution](#)

68.

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,424 global accepts · Rating: 800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[ukbwyx's solution](#)

69.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[ukbwyx's solution](#)

70.

2033A

[Sakurako and Kosuke](#) · [Tutorial](#)

Quality: 41,162 global accepts · Rating: 800 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[ukbwyx's solution](#)

71.

1281A

[Suffix Three](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 800 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[ukbwyx's solution](#)

72.

681A

[A Good Contest](#) · [Tutorial](#)

Quality: 16,865 global accepts · Rating: 800 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[ukbwyx's solution](#)

73.

1501A

[Alexey and Train](#) · [Tutorial](#)

Quality: 12,230 global accepts · Rating: 800 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[ukbwyx's solution](#)

74.

1006A

[Adjacent Replacements](#) · [Tutorial](#)

Quality: 22,874 global accepts · Rating: 800 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[ukbwyx's solution](#)

75.

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,572 global accepts · Rating: 800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[ukbwyx's solution](#)

76.

2022A

[Bus to Pénjamo](#) · [Tutorial](#)

Quality: 17,229 global accepts · Rating: 800 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ukbwyx's solution](#)

77.

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,501 global accepts · Rating: 800 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[ukbwyx's solution](#)

78.

2020A

[Find Minimum Operations](#) · [Tutorial](#)

Quality: 25,943 global accepts · Rating: 800 · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

[ukbwyx's solution](#)

79.

2019A

[Max Plus Size](#) · [Tutorial](#)

Quality: 27,136 global accepts · Rating: 800 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[ukbwyx's solution](#)

80.

2014B

[Robin Hood and the Major Oak](#) · [Tutorial](#)

Quality: 33,192 global accepts · Rating: 800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: math

[ukbwyx's solution](#)

81.

2014A

[Robin Helps](#) · [Tutorial](#)

Quality: 45,708 global accepts · Rating: 800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[ukbwyx's solution](#)

82.

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[ukbwyx's solution](#)

83.

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search

[ukbwyx's solution](#)

84.

1791C

[Prepend and Append](#) · [Tutorial](#)

Quality: 74,163 global accepts · Rating: 800 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[ukbwyx's solution](#)

85.

1791B

[Following Directions](#) · [Tutorial](#)

Quality: 52,663 global accepts · Rating: 800 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation
[ukbwyx's solution](#)

86.

1791A

[Codeforces Checking](#) · [Tutorial](#)

Quality: 80,613 global accepts · Rating: 800 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[ukbwyx's solution](#)

87.

2007A

[Dora's Set](#) · [Tutorial](#)

Quality: 25,252 global accepts · Rating: 800 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[ukbwyx's solution](#)

88.

2003B

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

Quality: 27,528 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
[ukbwyx's solution](#)

89.

2003A

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

Quality: 32,664 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[ukbwyx's solution](#)

90.

2001B

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

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

91.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[ukbwyx's solution](#)

92.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,710 global accepts · Rating: 800 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[ukbwyx's solution](#)

93.

2002A

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

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

94.

1998A

[Find K Distinct Points with Fixed Center](#) · [Tutorial](#)

Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[ukbwyx's solution](#)

95.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,169 global accepts · Rating: 800 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[ukbwyx's solution](#)

96.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,431 global accepts · Rating: 800 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[ukbwyx's solution](#)

97.

1991A

[Maximize the Last Element](#) · [Tutorial](#)

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[ukbwyx's solution](#)

98.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,425 global accepts · Rating: 800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[ukbwyx's solution](#)

99.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[ukbwyx's solution](#)

100.

1983A

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

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

[ukbwyx's solution](#)

101.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,992 global accepts · Rating: 800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[ukbwyx's solution](#)

102.

1984A

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

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

[ukbwyx's solution](#)

103.

1972A

[Contest Proposal](#) · [Tutorial](#)

Quality: 25,904 global accepts · Rating: 800 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers

[ukbwyx's solution](#)

104.

1944A

[Destroying Bridges](#) · [Tutorial](#)

Quality: 28,736 global accepts · Rating: 800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math

[ukbwyx's solution](#)

105.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,365 global accepts · Rating: 800 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ukbwyx's solution](#)

106.

1932A

[Thorns and Coins](#) · [Tutorial](#)

Quality: 33,896 global accepts · Rating: 800 · first AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[ukbwyx's solution](#)

107.

1930A

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

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[ukbwyx's solution](#)

108.

1929B

[Sasha and the Drawing](#) · [Tutorial](#)

Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[ukbwyx's solution](#)

109.

1929A

[Sasha and the Beautiful Array](#) · [Tutorial](#)

Quality: 34,942 global accepts · Rating: 800 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[ukbwyx's solution](#)

110.

1928A

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

Quality: 24,423 global accepts · Rating: 800 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[ukbwyx's solution](#)

111.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,372 global accepts · Rating: 800 · first AC: 2024-01-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ukbwyx's solution](#)

112.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,850 global accepts · Rating: 800 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

[ukbwyx's solution](#)

113.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ukbwyx's solution](#)

114.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[ukbwyx's solution](#)

115.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[ukbwyx's solution](#)

116.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,584 global accepts · Rating: 900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

[ukbwyx's solution](#)

117.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,865 global accepts · Rating: 900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[ukbwyx's solution](#)

118.

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,055 global accepts · Rating: 900 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[ukbwyx's solution](#)

119.

129A

[Cookies](#) · [Tutorial](#)

Quality: 25,210 global accepts · Rating: 900 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[ukbwyx's solution](#)

120.

2148C

[Pacer](#) · [Tutorial](#)

Quality: 25,338 global accepts · Rating: 900 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[ukbwyx's solution](#)

121.

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings
[ukbwyx's solution](#)

122.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[ukbwyx's solution](#)

123.

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[ukbwyx's solution](#)

124.

903A

[Hungry Student Problem](#) · [Tutorial](#)

Quality: 15,517 global accepts · Rating: 900 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[ukbwyx's solution](#)

125.

893A

[Chess For Three](#) · [Tutorial](#)

Quality: 11,055 global accepts · Rating: 900 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[ukbwyx's solution](#)

126.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[ukbwyx's solution](#)

127.

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[ukbwyx's solution](#)

128.

863A

[Quasi-palindrome](#) · [Tutorial](#)

Quality: 10,932 global accepts · Rating: 900 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
[ukbwyx's solution](#)

129.

808A

[Lucky Year](#) · [Tutorial](#)

Quality: 11,004 global accepts · Rating: 900 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[ukbwyx's solution](#)

130.

2031B

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

Quality: 20,784 global accepts · Rating: 900 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings
[ukbwyx's solution](#)

131.

2028A

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

Quality: 20,307 global accepts · Rating: 900 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[ukbwyx's solution](#)

132.

622B

[The Time](#) · [Tutorial](#)

Quality: 10,959 global accepts · Rating: 900 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[ukbwyx's solution](#)

133.

616A

[Comparing Two Long Integers](#) · [Tutorial](#)

Quality: 10,830 global accepts · Rating: 900 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[ukbwyx's solution](#)

134.

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,217 global accepts · Rating: 900 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: math
[ukbwyx's solution](#)

135.

2035B

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

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[ukbwyx's solution](#)

136.

2033B

[Sakurako and Water](#) · [Tutorial](#)

Quality: 28,846 global accepts · Rating: 900 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[ukbwyx's solution](#)

137.

205A

[Little Elephant and Rozdil](#) · [Tutorial](#)

Quality: 25,227 global accepts · Rating: 900 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
[ukbwyx's solution](#)

138.

1875A

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

Quality: 46,998 global accepts · Rating: 900 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[ukbwyx's solution](#)

139.

2007B

[Index and Maximum Value](#) · [Tutorial](#)

Quality: 25,593 global accepts · Rating: 900 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[ukbwyx's solution](#)

140.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,866 global accepts · Rating: 900 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings

[ukbwyx's solution](#)

141.

1988A

[Split the Multiset](#) · [Tutorial](#)

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[ukbwyx's solution](#)

142.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,451 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[ukbwyx's solution](#)

143.

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,384 global accepts · Rating: 900 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: games

[ukbwyx's solution](#)

144.

1954A

[Painting the Ribbon](#) · [Tutorial](#)

Quality: 27,629 global accepts · Rating: 900 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[ukbwyx's solution](#)

145.

1918B

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

Quality: 27,023 global accepts · Rating: 900 · first AC: 2024-01-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[ukbwyx's solution](#)

146.

2203B

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

Quality: 14,290 global accepts · Rating: 1000 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, fft, greedy, math

[ukbwyx's solution](#)

147.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,251 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[ukbwyx's solution](#)

148.

2147B

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

Quality: 16,960 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[ukbwyx's solution](#)

149.

2144B

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

Quality: 18,470 global accepts · Rating: 1000 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[ukbwyx's solution](#)

150.

2148D

[Destruction of the Dandelion Fields](#) · [Tutorial](#)

Quality: 26,739 global accepts · Rating: 1000 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[ukbwyx's solution](#)

151.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,271 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[ukbwyx's solution](#)

152.

2123C

[Prefix Min and Suffix Max](#) · [Tutorial](#)

Quality: 30,881 global accepts · Rating: 1000 · first AC: 2025-07-01 · last AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures

[ukbwyx's solution](#)

153.

893B

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

Quality: 12,664 global accepts · Rating: 1000 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[ukbwyx's solution](#)

154.

2057B

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

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[ukbwyx's solution](#)

155.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers

[ukbwyx's solution](#)

156.

888B

[Buggy Robot](#) · [Tutorial](#)

Quality: 10,724 global accepts · Rating: 1000 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[ukbwyx's solution](#)

157.

2039B

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

Quality: 17,297 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[ukbwyx's solution](#)

158.

691A

[Fashion in Berland](#) · [Tutorial](#)

Quality: 11,122 global accepts · Rating: 1000 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[ukbwyx's solution](#)

159.

660B

[Seating On Bus](#) · [Tutorial](#)

Quality: 5,882 global accepts · Rating: 1000 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[ukbwyx's solution](#)

160.

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1000 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: sortings

[ukbwyx's solution](#)

161.

628A

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

Quality: 7,077 global accepts · Rating: 1000 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[ukbwyx's solution](#)

162.

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[ukbwyx's solution](#)

163.

620B

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

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[ukbwyx's solution](#)

164.

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[ukbwyx's solution](#)

165.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,266 global accepts · Rating: 1000 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[ukbwyx's solution](#)

166.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,521 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[ukbwyx's solution](#)

167.

2002B

[Removals Game](#) · [Tutorial](#)

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

[ukbwyx's solution](#)

168.

1998B

[Minimize Equal Sum Subarrays](#) · [Tutorial](#)

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[ukbwyx's solution](#)

169.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[ukbwyx's solution](#)

170.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[ukbwyx's solution](#)

171.

285A

[Slightly Decreasing Permutations](#) · [Tutorial](#)

Quality: 14,138 global accepts · Rating: 1100 · first AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[ukbwyx's solution](#)

172.

2183B

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

Quality: 16,174 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[ukbwyx's solution](#)

173.

2173B

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

Quality: 18,128 global accepts · Rating: 1100 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[ukbwyx's solution](#)

174.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,105 global accepts · Rating: 1100 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[ukbwyx's solution](#)

175.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[ukbwyx's solution](#)

176.

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,922 global accepts · Rating: 1100 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[ukbwyx's solution](#)

177.

723B

[Text Document Analysis](#) · [Tutorial](#)

Quality: 10,856 global accepts · Rating: 1100 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: expression parsing, implementation, strings

[ukbwyx's solution](#)

178.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,998 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[ukbwyx's solution](#)

179.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,420 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[ukbwyx's solution](#)

180.

2122B

[Pile Shuffling](#) · [Tutorial](#)

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

[ukbwyx's solution](#)

181.

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[ukbwyx's solution](#)

182.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,570 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[ukbwyx's solution](#)

183.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[ukbwyx's solution](#)

184.

2086B

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

Quality: 18,993 global accepts · Rating: 1100 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy
[ukbwyx's solution](#)

185.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,886 global accepts · Rating: 1100 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[ukbwyx's solution](#)

186.

331C1

[The Great Julya Calendar](#) · [Tutorial](#)

Quality: 7,085 global accepts · Rating: 1100 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: dp
[ukbwyx's solution](#)

187.

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-20 · last AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry
[ukbwyx's solution](#)

188.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,733 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[ukbwyx's solution](#)

189.

884B

[Japanese Crosswords Strike Back](#) · [Tutorial](#)

Quality: 7,564 global accepts · Rating: 1100 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[ukbwyx's solution](#)

190.

845A

[Chess Tourney](#) · [Tutorial](#)

Quality: 8,479 global accepts · Rating: 1100 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[ukbwyx's solution](#)

191.

825A

[Binary Protocol](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1100 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[ukbwyx's solution](#)

192.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,885 global accepts · Rating: 1100 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory

[ukbwyx's solution](#)

193.

792A

[New Bus Route](#) · [Tutorial](#)

Quality: 9,709 global accepts · Rating: 1100 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[ukbwyx's solution](#)

194.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings

[ukbwyx's solution](#)

195.

2036C

[Anya and 1100](#) · [Tutorial](#)

Quality: 22,200 global accepts · Rating: 1100 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[ukbwyx's solution](#)

196.

609B

[The Best Gift](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[ukbwyx's solution](#)

197.

2025B

[Binomial Coefficients, Kind Of](#) · [Tutorial](#)

Quality: 19,616 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[ukbwyx's solution](#)

198.

2014C

[Robin Hood in Town](#) · [Tutorial](#)

Quality: 27,457 global accepts · Rating: 1100 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[ukbwyx's solution](#)

199.

1791G1

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

Quality: 33,918 global accepts · Rating: 1100 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[ukbwyx's solution](#)

200.

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,285 global accepts · Rating: 1100 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[ukbwyx's solution](#)

201.

2004C

[Splitting Items](#) · [Tutorial](#)

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

[ukbwyx's solution](#)

202.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,448 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[ukbwyx's solution](#)

203.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,432 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[ukbwyx's solution](#)

204.

1997B

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

Quality: 23,469 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers
[ukbwyx's solution](#)

205.

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[ukbwyx's solution](#)

206.

1995B1

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

Quality: 20,985 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
[ukbwyx's solution](#)

207.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,490 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[ukbwyx's solution](#)

208.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[ukbwyx's solution](#)

209.

1944B

[Equal XOR](#) · [Tutorial](#)

Quality: 18,164 global accepts · Rating: 1100 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
[ukbwyx's solution](#)

210.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,880 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[ukbwyx's solution](#)

211.

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 1100 · first AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: number theory
[ukbwyx's solution](#)

212.

1635C

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

Quality: 25,132 global accepts · Rating: 1200 · first AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[ukbwyx's solution](#)

213.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,135 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy
[ukbwyx's solution](#)

214.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
[ukbwyx's solution](#)

215.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,554 global accepts · Rating: 1200 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
[ukbwyx's solution](#)

216.

2148E

[Split](#) · [Tutorial](#)

Quality: 14,063 global accepts · Rating: 1200 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers
[ukbwyx's solution](#)

217.

2135A

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

Quality: 18,333 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[ukbwyx's solution](#)

218.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,678 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation
[ukbwyx's solution](#)

219.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
[ukbwyx's solution](#)

220.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,593 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[ukbwyx's solution](#)

221.

2123D

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

Quality: 21,890 global accepts · Rating: 1200 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy
[ukbwyx's solution](#)

222.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation

[ukbwyx's solution](#)

223.

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,636 global accepts · Rating: 1200 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[ukbwyx's solution](#)

224.

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[ukbwyx's solution](#)

225.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1200 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, matrices

[ukbwyx's solution](#)

226.

2062C

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

Quality: 18,388 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[ukbwyx's solution](#)

227.

2053B

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

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[ukbwyx's solution](#)

228.

2048C

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

Quality: 15,144 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[ukbwyx's solution](#)

229.

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,179 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[ukbwyx's solution](#)

230.

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[ukbwyx's solution](#)

231.

2039C1

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

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[ukbwyx's solution](#)

232.

817A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 6,822 global accepts · Rating: 1200 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory
[ukbwyx's solution](#)

233.

803B

[Distances to Zero](#) · [Tutorial](#)

Quality: 7,578 global accepts · Rating: 1200 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[ukbwyx's solution](#)

234.

660A

[Co-prime Array](#) · [Tutorial](#)

Quality: 10,294 global accepts · Rating: 1200 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory
[ukbwyx's solution](#)

235.

632A

[Grandma Laura and Apples](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 1200 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[ukbwyx's solution](#)

236.

612B

[HDD is Outdated Technology](#) · [Tutorial](#)

Quality: 7,604 global accepts · Rating: 1200 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[ukbwyx's solution](#)

237.

102A

[Clothes](#) · [Tutorial](#)

Quality: 3,421 global accepts · Rating: 1200 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force
[ukbwyx's solution](#)

238.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[ukbwyx's solution](#)

239.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,818 global accepts · Rating: 1200 · first AC: 2024-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
[ukbwyx's solution](#)

240.

2020B

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

Quality: 21,665 global accepts · Rating: 1200 · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[ukbwyx's solution](#)

241.

2019B

[All Pairs Segments](#) · [Tutorial](#)

Quality: 17,280 global accepts · Rating: 1200 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[ukbwyx's solution](#)

242.

2003C

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

Quality: 21,663 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[ukbwyx's solution](#)

243.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math
[ukbwyx's solution](#)

244.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,864 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[ukbwyx's solution](#)

245.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,412 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[ukbwyx's solution](#)

246.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[ukbwyx's solution](#)

247.

1954C

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

Quality: 22,744 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[ukbwyx's solution](#)

248.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,754 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers
[ukbwyx's solution](#)

249.

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,708 global accepts · Rating: 1200 · first AC: 2024-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings
[ukbwyx's solution](#)

250.

1922B

[Forming Triangles](#) · [Tutorial](#)

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings
[ukbwyx's solution](#)

251.

2201A1

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

Quality: 11,052 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[ukbwyx's solution](#)

252.

612A

[The Text Splitting](#) · [Tutorial](#)

Quality: 7,839 global accepts · Rating: 1300 · first AC: 2024-11-01 · last AC: 2026-02-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force,

implementation, strings

[ukbwyx's solution](#)

253.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,111 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[ukbwyx's solution](#)

254.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,670 global accepts · Rating: 1300 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, two pointers

[ukbwyx's solution](#)

255.

976B

[Lara Croft and the New Game](#) · [Tutorial](#)

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[ukbwyx's solution](#)

256.

1902C

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

Quality: 16,976 global accepts · Rating: 1300 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[ukbwyx's solution](#)

257.

2152B

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

Quality: 12,853 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games

[ukbwyx's solution](#)

258.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,690 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation

[ukbwyx's solution](#)

259.

2146C

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

Quality: 13,312 global accepts · Rating: 1300 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms

[ukbwyx's solution](#)

260.

2144C

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

Quality: 14,989 global accepts · Rating: 1300 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[ukbwyx's solution](#)

261.

2127B

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

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

[ukbwyx's solution](#)

262.

2129A

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

Quality: 16,640 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[ukbwyx's solution](#)

263.

2124C

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

Quality: 14,592 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[ukbwyx's solution](#)

264.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,084 global accepts · Rating: 1300 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[ukbwyx's solution](#)

265.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[ukbwyx's solution](#)

266.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,270 global accepts · Rating: 1300 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy

[ukbwyx's solution](#)

267.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,428 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[ukbwyx's solution](#)

268.

2086C

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

Quality: 16,126 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[ukbwyx's solution](#)

269.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[ukbwyx's solution](#)

270.

352B

[Jeff and Periods](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1300 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[ukbwyx's solution](#)

271.

2041A

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

Quality: 11,294 global accepts · Rating: 1300 · first AC: 2024-11-24 · last AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[ukbwyx's solution](#)

272.

808B

[Average Sleep Time](#) · [Tutorial](#)

Quality: 14,871 global accepts · Rating: 1300 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math

[ukbwyx's solution](#)

273.

2031C

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

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[ukbwyx's solution](#)

274.

792B

[Counting-out Rhyme](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[ukbwyx's solution](#)

275.

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,240 global accepts · Rating: 1300 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, strings

[ukbwyx's solution](#)

276.

628C

[Bear and String Distance](#) · [Tutorial](#)

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[ukbwyx's solution](#)

277.

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,059 global accepts · Rating: 1300 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: dp

[ukbwyx's solution](#)

278.

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,988 global accepts · Rating: 1300 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, matrices

[ukbwyx's solution](#)

279.

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,165 global accepts · Rating: 1300 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings, two pointers

[ukbwyx's solution](#)

280.

598B

[Queries on a String](#) · [Tutorial](#)

Quality: 12,200 global accepts · Rating: 1300 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[ukbwyx's solution](#)

281.

2033D

[Kousuke's Assignment](#) · [Tutorial](#)

Quality: 18,196 global accepts · Rating: 1300 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, math

[ukbwyx's solution](#)

282.

2023A

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

Quality: 16,569 global accepts · Rating: 1300 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[ukbwyx's solution](#)

283.

1294C

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

Quality: 46,275 global accepts · Rating: 1300 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[ukbwyx's solution](#)

284.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers
[ukbwyx's solution](#)

285.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,526 global accepts · Rating: 1300 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
[ukbwyx's solution](#)

286.

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,122 global accepts · Rating: 1300 · first AC: 2024-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[ukbwyx's solution](#)

287.

1978C

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

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
[ukbwyx's solution](#)

288.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[ukbwyx's solution](#)

289.

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,294 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[ukbwyx's solution](#)

290.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[ukbwyx's solution](#)

291.

1944C

[MEX Game 1](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy
[ukbwyx's solution](#)

292.

185A

[Plant](#) · [Tutorial](#)

Quality: 6,520 global accepts · Rating: 1300 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: math
[ukbwyx's solution](#)

293.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[ukbwyx's solution](#)

294.

1009B

[Minimum Ternary String](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[ukbwyx's solution](#)

295.

2190B1

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

Quality: 10,673 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers
[ukbwyx's solution](#)

296.

2173C

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

Quality: 12,387 global accepts · Rating: 1400 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory
[ukbwyx's solution](#)

297.

2157C

[Maximum Array 2](#) · [Tutorial](#)

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[ukbwyx's solution](#)

298.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,703 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
[ukbwyx's solution](#)

299.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math
[ukbwyx's solution](#)

300.

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1400 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[ukbwyx's solution](#)

301.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
[ukbwyx's solution](#)

302.

1263C

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

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory
[ukbwyx's solution](#)

303.

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,907 global accepts · Rating: 1400 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[ukbwyx's solution](#)

304.

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,333 global accepts · Rating: 1400 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[ukbwyx's solution](#)

305.

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[ukbwyx's solution](#)

306.

2066A

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

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive

[ukbwyx's solution](#)

307.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,244 global accepts · Rating: 1400 · first AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[ukbwyx's solution](#)

308.

2034C

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

Quality: 9,139 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[ukbwyx's solution](#)

309.

888C

[K-Dominant Character](#) · [Tutorial](#)

Quality: 8,981 global accepts · Rating: 1400 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, two pointers

[ukbwyx's solution](#)

310.

808C

[Tea Party](#) · [Tutorial](#)

Quality: 6,980 global accepts · Rating: 1400 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[ukbwyx's solution](#)

311.

803A

[Maximal Binary Matrix](#) · [Tutorial](#)

Quality: 5,358 global accepts · Rating: 1400 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[ukbwyx's solution](#)

312.

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,517 global accepts · Rating: 1400 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[ukbwyx's solution](#)

313.

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,578 global accepts · Rating: 1400 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings, two pointers

[ukbwyx's solution](#)

314.

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,797 global accepts · Rating: 1400 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[ukbwyx's solution](#)

315.

710B

[Optimal Point on a Line](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings

[ukbwyx's solution](#)

316.

2028B

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

Quality: 13,290 global accepts · Rating: 1400 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math

[ukbwyx's solution](#)

317.

665B

[Shopping](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 1400 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[ukbwyx's solution](#)

318.

652A

[Gabriel and Caterpillar](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1400 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[ukbwyx's solution](#)

319.

632B

[Alice, Bob, Two Teams](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 1400 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[ukbwyx's solution](#)

320.

612C

[Replace To Make Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 9,859 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, expression parsing, math

[ukbwyx's solution](#)

321.

2035C

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

Quality: 11,530 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[ukbwyx's solution](#)

322.

2033E

[Sakurako, Kosuke, and the Permutation](#) · [Tutorial](#)

Quality: 14,140 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math

[ukbwyx's solution](#)

323.

2033C

[Sakurako's Field Trip](#) · [Tutorial](#)

Quality: 17,813 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers
[ukbwyx's solution](#)

324.

1282B1

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

Quality: 12,150 global accepts · Rating: 1400 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings
[ukbwyx's solution](#)

325.

2020C

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

Quality: 18,297 global accepts · Rating: 1400 · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search
[ukbwyx's solution](#)

326.

2014D

[Robert Hood and Mrs Hood](#) · [Tutorial](#)

Quality: 15,973 global accepts · Rating: 1400 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings
[ukbwyx's solution](#)

327.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,179 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[ukbwyx's solution](#)

328.

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation
[ukbwyx's solution](#)

329.

1972D1

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

Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[ukbwyx's solution](#)

330.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,454 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[ukbwyx's solution](#)

331.

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 1400 · first AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, two pointers
[ukbwyx's solution](#)

332.

1929C

[Sasha and the Casino](#) · [Tutorial](#)

Quality: 17,285 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math
[ukbwyx's solution](#)

333.

250B

[Restoring IPv6](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 1500 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[ukbwyx's solution](#)

334.

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,029 global accepts · Rating: 1500 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, greedy, math
[ukbwyx's solution](#)

335.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers
[ukbwyx's solution](#)

336.

2183D1

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

Quality: 8,855 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[ukbwyx's solution](#)

337.

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[ukbwyx's solution](#)

338.

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,545 global accepts · Rating: 1500 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math, number theory
[ukbwyx's solution](#)

339.

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,638 global accepts · Rating: 1500 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
[ukbwyx's solution](#)

340.

2146D1

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

Quality: 10,459 global accepts · Rating: 1500 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees
[ukbwyx's solution](#)

341.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,745 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation
[ukbwyx's solution](#)

342.

2115A

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

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory
[ukbwyx's solution](#)

343.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,582 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[ukbwyx's solution](#)

344.

2069C

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

Quality: 14,822 global accepts · Rating: 1500 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[ukbwyx's solution](#)

345.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,641 global accepts · Rating: 1500 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[ukbwyx's solution](#)

346.

2057C

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

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[ukbwyx's solution](#)

347.

2053C

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

Quality: 12,333 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[ukbwyx's solution](#)

348.

884C

[Bertown Subway](#) · [Tutorial](#)

Quality: 5,170 global accepts · Rating: 1500 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, greedy, math

[ukbwyx's solution](#)

349.

873B

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

Quality: 9,110 global accepts · Rating: 1500 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[ukbwyx's solution](#)

350.

863B

[Kayaking](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1500 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

[ukbwyx's solution](#)

351.

846A

[Curriculum Vitae](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[ukbwyx's solution](#)

352.

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,735 global accepts · Rating: 1500 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[ukbwyx's solution](#)

353.

837C

[Two Seals](#) · [Tutorial](#)

Quality: 4,561 global accepts · Rating: 1500 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
[ukbwyx's solution](#)

354.

825D

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

Quality: 3,728 global accepts · Rating: 1500 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation
[ukbwyx's solution](#)

355.

817B

[Makes And The Product](#) · [Tutorial](#)

Quality: 6,429 global accepts · Rating: 1500 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math, sortings
[ukbwyx's solution](#)

356.

710C

[Magic Odd Square](#) · [Tutorial](#)

Quality: 5,552 global accepts · Rating: 1500 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[ukbwyx's solution](#)

357.

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1500 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math
[ukbwyx's solution](#)

358.

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,887 global accepts · Rating: 1500 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, two pointers
[ukbwyx's solution](#)

359.

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[ukbwyx's solution](#)

360.

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,397 global accepts · Rating: 1500 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[ukbwyx's solution](#)

361.

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,528 global accepts · Rating: 1500 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures
[ukbwyx's solution](#)

362.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,897 global accepts · Rating: 1500 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[ukbwyx's solution](#)

363.

2003D1

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

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

364.

2001C

[Guess The Tree · Tutorial](#)

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

365.

1997D

[Maximize the Root · Tutorial](#)

Quality: 15,912 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees
[ukbwyx's solution](#)

366.

1990C

[Mad MAD Sum · Tutorial](#)

Quality: 14,570 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
[ukbwyx's solution](#)

367.

1045I

[Palindrome Pairs · Tutorial](#)

Quality: 5,463 global accepts · Rating: 1600 · first AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: hashing, strings
[ukbwyx's solution](#)

368.

2157D

[Billion Players Game · Tutorial](#)

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers
[ukbwyx's solution](#)

369.

1482C

[Basic Diplomacy · Tutorial](#)

Quality: 10,027 global accepts · Rating: 1600 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[ukbwyx's solution](#)

370.

954D

[Fight Against Traffic · Tutorial](#)

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths
[ukbwyx's solution](#)

371.

70B

[Text Messaging · Tutorial](#)

Quality: 2,102 global accepts · Rating: 1600 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: expression parsing, greedy, strings
[ukbwyx's solution](#)

372.

260B

[Ancient Prophecy · Tutorial](#)

Quality: 4,090 global accepts · Rating: 1600 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings
[ukbwyx's solution](#)

373.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,262 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[ukbwyx's solution](#)

374.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,287 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[ukbwyx's solution](#)

375.

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,470 global accepts · Rating: 1600 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[ukbwyx's solution](#)

376.

1555D

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

Quality: 15,469 global accepts · Rating: 1600 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[ukbwyx's solution](#)

377.

2084D

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

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[ukbwyx's solution](#)

378.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,052 global accepts · Rating: 1600 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar

[ukbwyx's solution](#)

379.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[ukbwyx's solution](#)

380.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp

[ukbwyx's solution](#)

381.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,199 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

[ukbwyx's solution](#)

382.

2048D

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

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[ukbwyx's solution](#)

383.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,451 global accepts · Rating: 1600 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[ukbwyx's solution](#)

384.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[ukbwyx's solution](#)

385.

888D

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

Quality: 10,503 global accepts · Rating: 1600 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[ukbwyx's solution](#)

386.

873C

[Strange Game On Matrix](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: 1600 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

[ukbwyx's solution](#)

387.

845B

[Luba And The Ticket](#) · [Tutorial](#)

Quality: 5,540 global accepts · Rating: 1600 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[ukbwyx's solution](#)

388.

837B

[Flag of Berland](#) · [Tutorial](#)

Quality: 4,365 global accepts · Rating: 1600 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[ukbwyx's solution](#)

389.

825C

[Multi-judge Solving](#) · [Tutorial](#)

Quality: 4,886 global accepts · Rating: 1600 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[ukbwyx's solution](#)

390.

825B

[Five-In-a-Row](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1600 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[ukbwyx's solution](#)

391.

818B

[Permutation Game](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1600 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[ukbwyx's solution](#)

392.

817C

[Really Big Numbers](#) · [Tutorial](#)

Quality: 8,485 global accepts · Rating: 1600 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, math

[ukbwyx's solution](#)

393.

691B

[s-palindrome](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1600 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[ukbwyx's solution](#)

394.

678C

[Joty and Chocolate](#) · [Tutorial](#)

Quality: 11,047 global accepts · Rating: 1600 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory

[ukbwyx's solution](#)

395.

678B

[The Same Calendar](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 1600 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[ukbwyx's solution](#)

396.

2028C

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

Quality: 9,980 global accepts · Rating: 1600 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[ukbwyx's solution](#)

397.

665A

[Buses Between Cities](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 1600 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[ukbwyx's solution](#)

398.

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1600 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[ukbwyx's solution](#)

399.

2036E

[Reverse the Rivers](#) · [Tutorial](#)

Quality: 9,540 global accepts · Rating: 1600 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[ukbwyx's solution](#)

400.

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,375 global accepts · Rating: 1600 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[ukbwyx's solution](#)

401.

616C

[The Labyrinth](#) · [Tutorial](#)

Quality: 6,720 global accepts · Rating: 1600 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar

[ukbwyx's solution](#)

402.

600A

[Extract Numbers](#) · [Tutorial](#)

Quality: 5,812 global accepts · Rating: 1600 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[ukbwyx's solution](#)

403.

1027C

[Minimum Value Rectangle](#) · [Tutorial](#)

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[ukbwyx's solution](#)

404.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,617 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[ukbwyx's solution](#)

405.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,630 global accepts · Rating: 1600 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[ukbwyx's solution](#)

406.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,256 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[ukbwyx's solution](#)

407.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[ukbwyx's solution](#)

408.

1928C

[Physical Education Lesson](#) · [Tutorial](#)

Quality: 10,357 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[ukbwyx's solution](#)

409.

493C

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

Quality: 7,504 global accepts · Rating: 1600 · first AC: 2024-02-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[ukbwyx's solution](#)

410.

71C

[Round Table Knights](#) · [Tutorial](#)

Quality: 7,329 global accepts · Rating: 1600 · first AC: 2024-02-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[ukbwyx's solution](#)

411.

34D

[Road Map](#) · [Tutorial](#)

Quality: 6,488 global accepts · Rating: 1600 · first AC: 2024-02-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[ukbwyx's solution](#)

412.

246D

[Colorful Graph](#) · [Tutorial](#)

Quality: 10,290 global accepts · Rating: 1600 · first AC: 2024-02-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs

[ukbwyx's solution](#)

413.

7B

[Memory Manager](#) · [Tutorial](#)

Quality: 2,957 global accepts · Rating: 1600 · first AC: 2024-01-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ukbwyx's solution](#)

414.

2203D

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

Quality: 5,430 global accepts · Rating: 1700 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, number theory

[ukbwyx's solution](#)

415.

2201B

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

Quality: 4,953 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[ukbwyx's solution](#)

416.

2201A2

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

Quality: 5,085 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[ukbwyx's solution](#)

417.

1009D

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

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

[ukbwyx's solution](#)

418.

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[ukbwyx's solution](#)

419.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ukbwyx's solution](#)

420.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[ukbwyx's solution](#)

421.

2159A

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

Quality: 8,131 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[ukbwyx's solution](#)

422.

2152D

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

Quality: 6,748 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[ukbwyx's solution](#)

423.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[ukbwyx's solution](#)

424.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[ukbwyx's solution](#)

425.

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[ukbwyx's solution](#)

426.

193A

[Cutting Figure](#) · [Tutorial](#)

Quality: 4,681 global accepts · Rating: 1700 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, trees
[ukbwyx's solution](#)

427.

275B

[Convex Shape](#) · [Tutorial](#)

Quality: 3,049 global accepts · Rating: 1700 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
[ukbwyx's solution](#)

428.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,341 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math
[ukbwyx's solution](#)

429.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings
[ukbwyx's solution](#)

430.

2124D

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

Quality: 8,094 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers
[ukbwyx's solution](#)

431.

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,759 global accepts · Rating: 1700 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory
[ukbwyx's solution](#)

432.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation
[ukbwyx's solution](#)

433.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, strings
[ukbwyx's solution](#)

434.

2089A

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

Quality: 7,194 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[ukbwyx's solution](#)

435.

2071C

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

Quality: 9,697 global accepts · Rating: 1700 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[ukbwyx's solution](#)

436.

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,367 global accepts · Rating: 1700 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[ukbwyx's solution](#)

437.

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[ukbwyx's solution](#)

438.

2041D

[Drunken Maze](#) · [Tutorial](#)

Quality: 4,786 global accepts · Rating: 1700 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[ukbwyx's solution](#)

439.

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

[ukbwyx's solution](#)

440.

818D

[Multicolored Cars](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1700 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[ukbwyx's solution](#)

441.

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,842 global accepts · Rating: 1700 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, strings

[ukbwyx's solution](#)

442.

2031D

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

Quality: 9,677 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[ukbwyx's solution](#)

443.

678D

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

Quality: 5,404 global accepts · Rating: 1700 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[ukbwyx's solution](#)

444.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[ukbwyx's solution](#)

445.

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,431 global accepts · Rating: 1700 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: sortings, strings

[ukbwyx's solution](#)

446.

622C

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

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[ukbwyx's solution](#)

447.

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,092 global accepts · Rating: 1700 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[ukbwyx's solution](#)

448.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[ukbwyx's solution](#)

449.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1700 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[ukbwyx's solution](#)

450.

489D

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

Quality: 7,050 global accepts · Rating: 1700 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, graphs

[ukbwyx's solution](#)

451.

20A

[BerOS file system](#) · [Tutorial](#)

Quality: 7,128 global accepts · Rating: 1700 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[ukbwyx's solution](#)

452.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[ukbwyx's solution](#)

453.

106D

[Treasure Island](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[ukbwyx's solution](#)

454.

439C

[Devu and Partitioning of the Array](#) · [Tutorial](#)

Quality: 4,170 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, number theory

[ukbwyx's solution](#)

455.

486C

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

Quality: 12,371 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[ukbwyx's solution](#)

456.

63C

[Bulls and Cows](#) · [Tutorial](#)

Quality: 2,002 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[ukbwyx's solution](#)

457.

14C

[Four Segments](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, implementation, math

[ukbwyx's solution](#)

458.

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,319 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, implementation

[ukbwyx's solution](#)

459.

385C

[Bear and Prime Numbers](#) · [Tutorial](#)

Quality: 10,586 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, math, number theory

[ukbwyx's solution](#)

460.

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,922 global accepts · Rating: 1700 · first AC: 2024-09-07 · last AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[ukbwyx's solution](#)

461.

2007D

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

Rating: 1700 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: games, graphs, greedy, trees

[ukbwyx's solution](#)

462.

2006A

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

Quality: 9,368 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

[ukbwyx's solution](#)

463.

691D

[Swaps in Permutation](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1700 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, math

[ukbwyx's solution](#)

464.

126B

[Password](#) · [Tutorial](#)

Quality: 24,767 global accepts · Rating: 1700 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[ukbwyx's solution](#)

465.

1995B2

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

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[ukbwyx's solution](#)

466.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,051 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[ukbwyx's solution](#)

467.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[ukbwyx's solution](#)

468.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,327 global accepts · Rating: 1700 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[ukbwyx's solution](#)

469.

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[ukbwyx's solution](#)

470.

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,345 global accepts · Rating: 1700 · first AC: 2024-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ukbwyx's solution](#)

471.

161B

[Discounts](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[ukbwyx's solution](#)

472.

288C

[Polo the Penguin and XOR operation](#) · [Tutorial](#)

Quality: 2,457 global accepts · Rating: 1700 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ukbwyx's solution](#)

473.

283B

[Cow Program](#) · [Tutorial](#)

Quality: 3,931 global accepts · Rating: 1700 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[ukbwyx's solution](#)

474.

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[ukbwyx's solution](#)

475.

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,308 global accepts · Rating: 1800 · first AC: 2026-04-10 · C++20 (GCC 13-64) (first AC) · Tags: dp

[ukbwyx's solution](#)

476.

691C

[Exponential notation](#) · [Tutorial](#)

Quality: 2,971 global accepts · Rating: 1800 · first AC: 2024-06-29 · last AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[ukbwyx's solution](#)

477.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,964 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two pointers

[ukbwyx's solution](#)

478.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: number theory

[ukbwyx's solution](#)

479.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 6,999 global accepts · Rating: 1800 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[ukbwyx's solution](#)

480.

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,595 global accepts · Rating: 1800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[ukbwyx's solution](#)

481.

2138C1

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

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

[ukbwyx's solution](#)

482.

2127D

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

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

[ukbwyx's solution](#)

483.

1678B2

[Tokitsukaze and Good 01-String \(hard version\)](#) · [Tutorial](#)

Quality: 7,354 global accepts · Rating: 1800 · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[ukbwyx's solution](#)

484.

911D

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

Quality: 5,107 global accepts · Rating: 1800 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[ukbwyx's solution](#)

485.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[ukbwyx's solution](#)

486.

2069D

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

Quality: 7,048 global accepts · Rating: 1800 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[ukbwyx's solution](#)

487.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,679 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory

[ukbwyx's solution](#)

488.

888E

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

Quality: 9,201 global accepts · Rating: 1800 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[ukbwyx's solution](#)

489.

873D

[Merge Sort](#) · [Tutorial](#)

Quality: 4,028 global accepts · Rating: 1800 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer

[ukbwyx's solution](#)

490.

863D

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

Quality: 3,813 global accepts · Rating: 1800 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[ukbwyx's solution](#)

491.

863C

[1-2-3](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 1800 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation

[ukbwyx's solution](#)

492.

846C

[Four Segments](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 1800 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[ukbwyx's solution](#)

493.

846F

[Random Query](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 1800 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, probabilities, two pointers

[ukbwyx's solution](#)

494.

846B

[Math Show](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1800 · first AC: 2024-10-16 · last AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[ukbwyx's solution](#)

495.

845D

[Driving Test](#) · [Tutorial](#)

Quality: 2,576 global accepts · Rating: 1800 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[ukbwyx's solution](#)

496.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[ukbwyx's solution](#)

497.

665D

[Simple Subset](#) · [Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[ukbwyx's solution](#)

498.

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,797 global accepts · Rating: 1800 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[ukbwyx's solution](#)

499.

652C

[Foe Pairs](#) · [Tutorial](#)

Quality: 3,759 global accepts · Rating: 1800 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, sortings, two pointers

[ukbwyx's solution](#)

500.

612D

[The Union of k-Segments](#) · [Tutorial](#)

Quality: 4,362 global accepts · Rating: 1800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[ukbwyx's solution](#)

501.

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1800 · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[ukbwyx's solution](#)

502.

2035D

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

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[ukbwyx's solution](#)

503.

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[ukbwyx's solution](#)

504.

83B

[Doctor](#) · [Tutorial](#)

Quality: 1,892 global accepts · Rating: 1800 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings
[ukbwyx's solution](#)

505.

917A

[The Monster](#) · [Tutorial](#)

Quality: 3,676 global accepts · Rating: 1800 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math
[ukbwyx's solution](#)

506.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers
[ukbwyx's solution](#)

507.

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,412 global accepts · Rating: 1800 · first AC: 2024-10-14 · last AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation
[ukbwyx's solution](#)

508.

66C

[Petya and File System](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 1800 · first AC: 2024-10-08 · last AC: 2024-10-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[ukbwyx's solution](#)

509.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,423 global accepts · Rating: 1800 · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees
[ukbwyx's solution](#)

510.

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,726 global accepts · Rating: 1800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths
[ukbwyx's solution](#)

511.

2007E

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

Rating: 1800 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, math, trees
[ukbwyx's solution](#)

512.

2006B

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

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

513.

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,189 global accepts · Rating: 1800 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, sortings, two pointers
[ukbwyx's solution](#)

514.

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1800 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[ukbwyx's solution](#)

515.

1154E

[Two Teams](#) · [Tutorial](#)

Quality: 6,950 global accepts · Rating: 1800 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[ukbwyx's solution](#)

516.

404C

[Restore Graph](#) · [Tutorial](#)

Quality: 5,787 global accepts · Rating: 1800 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, sortings

[ukbwyx's solution](#)

517.

482B

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

Quality: 7,729 global accepts · Rating: 1800 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, trees

[ukbwyx's solution](#)

518.

1846F

[Rudolph and Mimic](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[ukbwyx's solution](#)

519.

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

[ukbwyx's solution](#)

520.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,718 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[ukbwyx's solution](#)

521.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[ukbwyx's solution](#)

522.

200D

[Programming Language](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, expression parsing, implementation

[ukbwyx's solution](#)

523.

200C

[Football Championship](#) · [Tutorial](#)

Quality: 1,108 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[ukbwyx's solution](#)

524.

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1800 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

[ukbwyx's solution](#)

525.

747D

[Winter Is Coming](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1800 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[ukbwyx's solution](#)

526.

238B

[Boring Partition](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 1800 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[ukbwyx's solution](#)

527.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[ukbwyx's solution](#)

528.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,178 global accepts · Rating: 1800 · first AC: 2024-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[ukbwyx's solution](#)

529.

30C

[Shooting Gallery](#) · [Tutorial](#)

Quality: 2,394 global accepts · Rating: 1800 · first AC: 2024-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[ukbwyx's solution](#)

530.

44D

[Hyperdrive](#) · [Tutorial](#)

Quality: 800 global accepts · Rating: 1800 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[ukbwyx's solution](#)

531.

7C

[Line](#) · [Tutorial](#)

Quality: 5,480 global accepts · Rating: 1800 · first AC: 2024-02-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[ukbwyx's solution](#)

532.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,837 global accepts · Rating: 1800 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ukbwyx's solution](#)

533.

2190B2

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

Quality: 3,180 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, implementation, strings

[ukbwyx's solution](#)

534.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,254 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[ukbwyx's solution](#)

535.

2180C

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

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[ukbwyx's solution](#)

536.

2173D

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

Quality: 3,639 global accepts · Rating: 1900 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[ukbwyx's solution](#)

537.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[ukbwyx's solution](#)

538.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, sortings

[ukbwyx's solution](#)

539.

1147B

[Chladni Figure](#) · [Tutorial](#)

Quality: 3,110 global accepts · Rating: 1900 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings

[ukbwyx's solution](#)

540.

1902E

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

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings, trees

[ukbwyx's solution](#)

541.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation

[ukbwyx's solution](#)

542.

2148G

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

Quality: 4,192 global accepts · Rating: 1900 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, number theory

[ukbwyx's solution](#)

543.

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[ukbwyx's solution](#)

544.

2129C1

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

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[ukbwyx's solution](#)

545.

2128E1

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

Quality: 6,542 global accepts · Rating: 1900 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[ukbwyx's solution](#)

546.

1015E2

[Stars Drawing \(Hard Edition\) · Tutorial](#)

Quality: 4,038 global accepts · Rating: 1900 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[ukbwyx's solution](#)

547.

893D

[Credit Card · Tutorial](#)

Quality: 3,331 global accepts · Rating: 1900 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, implementation

[ukbwyx's solution](#)

548.

118C

[Fancy Number · Tutorial](#)

Quality: 2,872 global accepts · Rating: 1900 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings, strings

[ukbwyx's solution](#)

549.

2089B1

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

Quality: 3,234 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

[ukbwyx's solution](#)

550.

2077B

[Finding OR Sum · Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[ukbwyx's solution](#)

551.

2066B

[White Magic · Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[ukbwyx's solution](#)

552.

20C

[Dijkstra? · Tutorial](#)

Quality: 46,881 global accepts · Rating: 1900 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[ukbwyx's solution](#)

553.

2053E

[Resourceful Caterpillar Sequence · Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[ukbwyx's solution](#)

554.

846D

[Monitor · Tutorial](#)

Quality: 2,840 global accepts · Rating: 1900 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[ukbwyx's solution](#)

555.

818E

[Card Game Again](#) · [Tutorial](#)

Quality: 2,680 global accepts · Rating: 1900 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, number theory, two pointers

[ukbwyx's solution](#)

556.

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,288 global accepts · Rating: 1900 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, sortings

[ukbwyx's solution](#)

557.

808D

[Array Division](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 1900 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation

[ukbwyx's solution](#)

558.

803D

[Magazine Ad](#) · [Tutorial](#)

Quality: 4,042 global accepts · Rating: 1900 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[ukbwyx's solution](#)

559.

803C

[Maximal GCD](#) · [Tutorial](#)

Quality: 5,818 global accepts · Rating: 1900 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[ukbwyx's solution](#)

560.

792D

[Paths in a Complete Binary Tree](#) · [Tutorial](#)

Quality: 3,396 global accepts · Rating: 1900 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, trees

[ukbwyx's solution](#)

561.

702D

[Road to Post Office](#) · [Tutorial](#)

Quality: 3,736 global accepts · Rating: 1900 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: math

[ukbwyx's solution](#)

562.

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,089 global accepts · Rating: 1900 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: matrices

[ukbwyx's solution](#)

563.

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

[ukbwyx's solution](#)

564.

660D

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

Quality: 4,739 global accepts · Rating: 1900 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[ukbwyx's solution](#)

565.

622D

[Optimal Number Permutation](#) · [Tutorial](#)

Quality: 3,392 global accepts · Rating: 1900 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[ukbwyx's solution](#)

566.

2036F

[XORificator 3000](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1900 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, number theory, two pointers

[ukbwyx's solution](#)

567.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 1900 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, math

[ukbwyx's solution](#)

568.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,903 global accepts · Rating: 1900 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, graphs, shortest paths

[ukbwyx's solution](#)

569.

2022D1

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

Quality: 4,018 global accepts · Rating: 1900 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[ukbwyx's solution](#)

570.

2021C2

[Adjust The Presentation \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[ukbwyx's solution](#)

571.

233D

[Table](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[ukbwyx's solution](#)

572.

214D

[Numbers](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[ukbwyx's solution](#)

573.

213B

[Numbers](#) · [Tutorial](#)

Quality: 1,979 global accepts · Rating: 1900 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[ukbwyx's solution](#)

574.

510D

[Fox And Jumping](#) · [Tutorial](#)

Quality: 6,413 global accepts · Rating: 1900 · first AC: 2024-09-28 · last AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math

[ukbwyx's solution](#)

575.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,310 global accepts · Rating: 1900 · first AC: 2024-09-28 · last AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: dp
[ukbwyx's solution](#)

576.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,859 global accepts · Rating: 1900 · first AC: 2024-09-28 · last AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, two pointers
[ukbwyx's solution](#)

577.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers
[ukbwyx's solution](#)

578.

2014H

[Robin Hood Archery](#) · [Tutorial](#)

Quality: 5,687 global accepts · Rating: 1900 · first AC: 2024-09-21 · last AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, hashing
[ukbwyx's solution](#)

579.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, math
[ukbwyx's solution](#)

580.

650B

[Image Preview](#) · [Tutorial](#)

Quality: 3,491 global accepts · Rating: 1900 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, two pointers
[ukbwyx's solution](#)

581.

1067A

[Array Without Local Maximums](#) · [Tutorial](#)

Quality: 3,133 global accepts · Rating: 1900 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: dp
[ukbwyx's solution](#)

582.

261B

[Maxim and Restaurant](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 1900 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities
[ukbwyx's solution](#)

583.

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: dp
[ukbwyx's solution](#)

584.

582B

[Once Again...](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 1900 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, matrices
[ukbwyx's solution](#)

585.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[ukbwyx's solution](#)

586.

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

[ukbwyx's solution](#)

587.

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2024-08-11 · last AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[ukbwyx's solution](#)

588.

731F

[Video Cards](#) · [Tutorial](#)

Quality: 3,143 global accepts · Rating: 1900 · first AC: 2024-08-05 · last AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[ukbwyx's solution](#)

589.

309C

[Memory for Arrays](#) · [Tutorial](#)

Quality: 1,493 global accepts · Rating: 1900 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, greedy

[ukbwyx's solution](#)

590.

535D

[Tavas and Malekas](#) · [Tutorial](#)

Quality: 4,679 global accepts · Rating: 1900 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, hashing, string suffix structures, strings

[ukbwyx's solution](#)

591.

839B

[Game of the Rows](#) · [Tutorial](#)

Quality: 3,438 global accepts · Rating: 1900 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[ukbwyx's solution](#)

592.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[ukbwyx's solution](#)

593.

1991D

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

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[ukbwyx's solution](#)

594.

796C

[Bank Hacking](#) · [Tutorial](#)

Quality: 3,230 global accepts · Rating: 1900 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, trees

[ukbwyx's solution](#)

595.

14D

[Two Paths](#) · [Tutorial](#)

Quality: 5,284 global accepts · Rating: 1900 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees, two pointers

[ukbwyx's solution](#)

596.

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,496 global accepts · Rating: 1900 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, probabilities

[ukbwyx's solution](#)

597.

374C

[Inna and Dima](#) · [Tutorial](#)

Quality: 3,014 global accepts · Rating: 1900 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[ukbwyx's solution](#)

598.

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 1900 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

[ukbwyx's solution](#)

599.

232B

[Table](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 1900 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[ukbwyx's solution](#)

600.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 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

[ukbwyx's solution](#)

601.

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,791 global accepts · Rating: 1900 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, greedy

[ukbwyx's solution](#)

602.

557C

[Arthur and Table](#) · [Tutorial](#)

Quality: 4,214 global accepts · Rating: 1900 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings

[ukbwyx's solution](#)

603.

1133F2

[Spanning Tree with One Fixed Degree](#) · [Tutorial](#)

Quality: 3,823 global accepts · Rating: 1900 · first AC: 2024-03-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy

[ukbwyx's solution](#)

604.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[ukbwyx's solution](#)

605.

149D

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

Quality: 4,611 global accepts · Rating: 1900 · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ukbwyx's solution](#)

606.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2024-01-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[ukbwyx's solution](#)

607.

2201C

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

Quality: 1,989 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy

[ukbwyx's solution](#)

608.

1009E

[Intercity Travelling](#) · [Tutorial](#)

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[ukbwyx's solution](#)

609.

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 2000 · first AC: 2024-10-08 · last AC: 2026-01-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[ukbwyx's solution](#)

610.

600D

[Area of Two Circles' Intersection](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2000 · first AC: 2024-11-01 · last AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[ukbwyx's solution](#)

611.

2178E

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

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

[ukbwyx's solution](#)

612.

237E

[Build String](#) · [Tutorial](#)

Quality: 2,006 global accepts · Rating: 2000 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[ukbwyx's solution](#)

613.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,521 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[ukbwyx's solution](#)

614.

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[ukbwyx's solution](#)

615.

2146D2

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

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[ukbwyx's solution](#)

616.

954G

[Castle Defense](#) · [Tutorial](#)

Quality: 2,401 global accepts · Rating: 2000 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[ukbwyx's solution](#)

617.

954E

[Water Taps](#) · [Tutorial](#)

Quality: 2,096 global accepts · Rating: 2000 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[ukbwyx's solution](#)

618.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[ukbwyx's solution](#)

619.

2138C2

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

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[ukbwyx's solution](#)

620.

2135C

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

Quality: 3,886 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[ukbwyx's solution](#)

621.

2129C2

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

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[ukbwyx's solution](#)

622.

911E

[Stack Sorting](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2000 · first AC: 2024-10-09 · last AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[ukbwyx's solution](#)

623.

2096D

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

Quality: 5,602 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[ukbwyx's solution](#)

624.

2063D

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

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[ukbwyx's solution](#)

625.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · last AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[ukbwyx's solution](#)

626.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[ukbwyx's solution](#)

627.

2048E

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

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[ukbwyx's solution](#)

628.

870D

[Something with XOR Queries](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 2000 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, probabilities

[ukbwyx's solution](#)

629.

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,061 global accepts · Rating: 2000 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[ukbwyx's solution](#)

630.

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp

[ukbwyx's solution](#)

631.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[ukbwyx's solution](#)

632.

818C

[Sofa Thief](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2000 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[ukbwyx's solution](#)

633.

817E

[Choosing The Commander](#) · [Tutorial](#)

Quality: 3,716 global accepts · Rating: 2000 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, trees

[ukbwyx's solution](#)

634.

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2000 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs

[ukbwyx's solution](#)

635.

803F

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

Quality: 4,638 global accepts · Rating: 2000 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[ukbwyx's solution](#)

636.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[ukbwyx's solution](#)

637.

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[ukbwyx's solution](#)

638.

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 4,999 global accepts · Rating: 2000 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, number theory

[ukbwyx's solution](#)

639.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 2000 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[ukbwyx's solution](#)

640.

2028D

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

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

[ukbwyx's solution](#)

641.

338B

[Book of Evil](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[ukbwyx's solution](#)

642.

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,907 global accepts · Rating: 2000 · first AC: 2024-02-13 · last AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[ukbwyx's solution](#)

643.

609D

[Gadgets for dollars and pounds](#) · [Tutorial](#)

Quality: 3,163 global accepts · Rating: 2000 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[ukbwyx's solution](#)

644.

216E

[Martian Luck](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2000 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[ukbwyx's solution](#)

645.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[ukbwyx's solution](#)

646.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[ukbwyx's solution](#)

647.

201C

[Fragile Bridges](#) · [Tutorial](#)

Quality: 1,513 global accepts · Rating: 2000 · first AC: 2024-09-27 · last AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ukbwyx's solution](#)

648.

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ukbwyx's solution](#)

649.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp

[ukbwyx's solution](#)

650.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[ukbwyx's solution](#)

651.

258C

[Little Elephant and LCM](#) · [Tutorial](#)

Quality: 1,986 global accepts · Rating: 2000 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math

[ukbwyx's solution](#)

652.

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,165 global accepts · Rating: 2000 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms

[ukbwyx's solution](#)

653.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[ukbwyx's solution](#)

654.

621E

[Wet Shark and Blocks](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2024-09-26 · last AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[ukbwyx's solution](#)

655.

461B

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

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2024-08-11 · last AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[ukbwyx's solution](#)

656.

54C

[First Digit Law](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2000 · first AC: 2024-08-11 · last AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[ukbwyx's solution](#)

657.

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 2000 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[ukbwyx's solution](#)

658.

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[ukbwyx's solution](#)

659.

1458B

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

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ukbwyx's solution](#)

660.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 2000 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[ukbwyx's solution](#)

661.

82D

[Two out of Three](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ukbwyx's solution](#)

662.

766D

[Mahmoud and a Dictionary](#) · [Tutorial](#)

Quality: 3,928 global accepts · Rating: 2000 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs

[ukbwyx's solution](#)

663.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,709 global accepts · Rating: 2000 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ukbwyx's solution](#)

664.

629C

[Famil Door and Brackets](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2000 · first AC: 2024-09-25 · last AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[ukbwyx's solution](#)

665.

236D

[Let's Play Osu!](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[ukbwyx's solution](#)

666.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[ukbwyx's solution](#)

667.

157E

[Cipher](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-09-25 · last AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[ukbwyx's solution](#)

668.

156C

[Cipher](#) · [Tutorial](#)

Quality: 2,625 global accepts · Rating: 2000 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[ukbwyx's solution](#)

669.

296B

[Yaroslav and Two Strings](#) · [Tutorial](#)

Quality: 2,682 global accepts · Rating: 2000 · first AC: 2024-09-25 · last AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[ukbwyx's solution](#)

670.

2014F

[Sheriff's Defense](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 2000 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[ukbwyx's solution](#)

671.

1359D

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

Quality: 10,731 global accepts · Rating: 2000 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, two pointers

[ukbwyx's solution](#)

672.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,281 global accepts · Rating: 2000 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[ukbwyx's solution](#)

673.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,347 global accepts · Rating: 2000 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy

[ukbwyx's solution](#)

674.

958C2

[Encryption \(medium\)](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2000 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: dp

[ukbwyx's solution](#)

675.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[ukbwyx's solution](#)

676.

119C

[Education Reform](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2000 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: dp

[ukbwyx's solution](#)

677.

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 2000 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, trees

[ukbwyx's solution](#)

678.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,523 global accepts · Rating: 2000 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[ukbwyx's solution](#)

679.

629D

[Babaei and Birthday Cake](#) · [Tutorial](#)

Quality: 4,499 global accepts · Rating: 2000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[ukbwyx's solution](#)

680.

1102F

[Elongated Matrix](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2000 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, graphs

[ukbwyx's solution](#)

681.

353D

[Queue](#) · [Tutorial](#)

Quality: 3,188 global accepts · Rating: 2000 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp

[ukbwyx's solution](#)

682.

251C

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

Quality: 1,130 global accepts · Rating: 2000 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, number theory

[ukbwyx's solution](#)

683.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp

[ukbwyx's solution](#)

684.

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

[ukbwyx's solution](#)

685.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,010 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

[ukbwyx's solution](#)

686.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and

similar, dsu, greedy, trees

[ukbwyx's solution](#)

687.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[ukbwyx's solution](#)

688.

446B

[DZY Loves Modification](#) · [Tutorial](#)

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy

[ukbwyx's solution](#)

689.

1944D

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

Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, strings

[ukbwyx's solution](#)

690.

1092E

[Minimal Diameter Forest](#) · [Tutorial](#)

Quality: 1,985 global accepts · Rating: 2000 · first AC: 2024-03-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[ukbwyx's solution](#)

691.

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,554 global accepts · Rating: 2000 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[ukbwyx's solution](#)

692.

755D

[PolandBall and Polygon](#) · [Tutorial](#)

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2024-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[ukbwyx's solution](#)

693.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[ukbwyx's solution](#)

694.

990E

[Post Lamps](#) · [Tutorial](#)

Quality: 2,163 global accepts · Rating: 2100 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[ukbwyx's solution](#)

695.

838B

[Diverging Directions](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2100 · first AC: 2025-11-05 · last AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[ukbwyx's solution](#)

696.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,282 global accepts · Rating: 2100 · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[ukbwyx's solution](#)

697.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,088 global accepts · Rating: 2100 · first AC: 2024-11-04 · last AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, trees

[ukbwyx's solution](#)

698.

2183E

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

Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[ukbwyx's solution](#)

699.

2169D2

[Removal of a Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,272 global accepts · Rating: 2100 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory

[ukbwyx's solution](#)

700.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[ukbwyx's solution](#)

701.

976E

[Well played!](#) · [Tutorial](#)

Quality: 2,552 global accepts · Rating: 2100 · first AC: 2025-10-22 · last AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[ukbwyx's solution](#)

702.

2162F

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

Quality: 2,915 global accepts · Rating: 2100 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[ukbwyx's solution](#)

703.

703C

[Chris and Road](#) · [Tutorial](#)

Quality: 1,972 global accepts · Rating: 2100 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation

[ukbwyx's solution](#)

704.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[ukbwyx's solution](#)

705.

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, math

[ukbwyx's solution](#)

706.

475C

[Kamal-ol-molk's Painting](#) · [Tutorial](#)

Quality: 834 global accepts · Rating: 2100 · first AC: 2025-07-10 · last AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[ukbwyx's solution](#)

707.

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[ukbwyx's solution](#)

708.

2150C

[Limited Edition Shop](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[ukbwyx's solution](#)

709.

954F

[Runner's Problem](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2100 · first AC: 2024-08-27 · last AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices, sortings

[ukbwyx's solution](#)

710.

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math

[ukbwyx's solution](#)

711.

2135D1

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

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[ukbwyx's solution](#)

712.

48E

[Ivan the Fool VS Gorynych the Dragon](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 2100 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, graphs

[ukbwyx's solution](#)

713.

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[ukbwyx's solution](#)

714.

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, math, trees

[ukbwyx's solution](#)

715.

354C

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, number theory

[ukbwyx's solution](#)

716.

748E

[Santa Claus and Tangerines](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2100 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[ukbwyx's solution](#)

717.

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

[ukbwyx's solution](#)

718.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[ukbwyx's solution](#)

719.

39C

[Moon Craters](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2100 · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings

[ukbwyx's solution](#)

720.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[ukbwyx's solution](#)

721.

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings

[ukbwyx's solution](#)

722.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings, trees, two pointers

[ukbwyx's solution](#)

723.

2115B

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

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[ukbwyx's solution](#)

724.

900E

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

Quality: 1,393 global accepts · Rating: 2100 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, strings

[ukbwyx's solution](#)

725.

2061F1

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

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[ukbwyx's solution](#)

726.

1223E

[Paint the Tree](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings, trees

[ukbwyx's solution](#)

727.

732E

[Sockets](#) · [Tutorial](#)

Quality: 1,667 global accepts · Rating: 2100 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[ukbwyx's solution](#)

728.

992D

[Nastya and a Game](#) · [Tutorial](#)

Quality: 1,751 global accepts · Rating: 2100 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[ukbwyx's solution](#)

729.

771C

[Bear and Tree Jumps](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2100 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[ukbwyx's solution](#)

730.

837E

[Vasya's Function](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math

[ukbwyx's solution](#)

731.

1003E

[Tree Constructing](#) · [Tutorial](#)

Quality: 3,029 global accepts · Rating: 2100 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[ukbwyx's solution](#)

732.

818F

[Level Generation](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[ukbwyx's solution](#)

733.

797D

[Broken BST](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2100 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar

[ukbwyx's solution](#)

734.

2031E

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

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[ukbwyx's solution](#)

735.

799D

[Field expansion](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, meet-in-the-middle

[ukbwyx's solution](#)

736.

762C

[Two strings](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, hashing, strings, two pointers

[ukbwyx's solution](#)

737.

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp,

greedy, two pointers

[ukbwyx's solution](#)

738.

702E

[Analysis of Pathes in Functional Graph](#) · [Tutorial](#)

Quality: 3,108 global accepts · Rating: 2100 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs

[ukbwyx's solution](#)

739.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[ukbwyx's solution](#)

740.

665E

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

Quality: 4,425 global accepts · Rating: 2100 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, strings, trees

[ukbwyx's solution](#)

741.

632D

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

Quality: 4,587 global accepts · Rating: 2100 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[ukbwyx's solution](#)

742.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,270 global accepts · Rating: 2100 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[ukbwyx's solution](#)

743.

81D

[Polycarp's Picture Gallery](#) · [Tutorial](#)

Quality: 805 global accepts · Rating: 2100 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[ukbwyx's solution](#)

744.

1479B2

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

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[ukbwyx's solution](#)

745.

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[ukbwyx's solution](#)

746.

111C

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

Quality: 1,583 global accepts · Rating: 2100 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, dsu

[ukbwyx's solution](#)

747.

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[ukbwyx's solution](#)

748.

128B

[String](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings

[ukbwyx's solution](#)

749.

1120C

[Compress String](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[ukbwyx's solution](#)

750.

295C

[Greg and Friends](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2100 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[ukbwyx's solution](#)

751.

489F

[Special Matrices](#) · [Tutorial](#)

Quality: 1,940 global accepts · Rating: 2100 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[ukbwyx's solution](#)

752.

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-08-27 · last AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory, trees

[ukbwyx's solution](#)

753.

2003D2

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

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[ukbwyx's solution](#)

754.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[ukbwyx's solution](#)

755.

431D

[Random Task](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2024-08-09 · last AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dp, math

[ukbwyx's solution](#)

756.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,526 global accepts · Rating: 2100 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[ukbwyx's solution](#)

757.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,748 global accepts · Rating: 2100 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu,

graphs

[ukbwyx's solution](#)

758.

988F

[Rain and Umbrellas](#) · [Tutorial](#)

Quality: 2,777 global accepts · Rating: 2100 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: dp

[ukbwyx's solution](#)

759.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[ukbwyx's solution](#)

760.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[ukbwyx's solution](#)

761.

282D

[Yet Another Number Game](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2100 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[ukbwyx's solution](#)

762.

1032E

[The Unbearable Lightness of Weights](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2100 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[ukbwyx's solution](#)

763.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,506 global accepts · Rating: 2100 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[ukbwyx's solution](#)

764.

2203E

[Probabilistic Card Game](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

[ukbwyx's solution](#)

765.

138C

[Mushroom Gnomes - 2](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2200 · first AC: 2026-02-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, probabilities, sortings

[ukbwyx's solution](#)

766.

1425E

[Excitation of Atoms](#) · [Tutorial](#)

Quality: 1,013 global accepts · Rating: 2200 · first AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[ukbwyx's solution](#)

767.

2178F

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

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees

[ukbwyx's solution](#)

768.

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[ukbwyx's solution](#)

769.

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, strings

[ukbwyx's solution](#)

770.

1157G

[Inverse of Rows and Columns](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2200 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[ukbwyx's solution](#)

771.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[ukbwyx's solution](#)

772.

954I

[Yet Another String Matching Problem](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2200 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: fft, math

[ukbwyx's solution](#)

773.

526D

[Om Nom and Necklace](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: hashing, string suffix structures, strings

[ukbwyx's solution](#)

774.

332C

[Students' Revenge](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2200 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[ukbwyx's solution](#)

775.

575G

[Run for beer](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2200 · first AC: 2025-07-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, shortest paths

[ukbwyx's solution](#)

776.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[ukbwyx's solution](#)

777.

903E

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

Quality: 1,577 global accepts · Rating: 2200 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, strings

[ukbwyx's solution](#)

778.

903D

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

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math
[ukbwyx's solution](#)

779.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers
[ukbwyx's solution](#)

780.

1562D2

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

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math
[ukbwyx's solution](#)

781.

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
[ukbwyx's solution](#)

782.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees
[ukbwyx's solution](#)

783.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2024-08-29 · last AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: dp
[ukbwyx's solution](#)

784.

253E

[Printer](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2200 · first AC: 2025-01-13 · last AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, sortings
[ukbwyx's solution](#)

785.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math
[ukbwyx's solution](#)

786.

1741G

[Kirill and Company](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths
[ukbwyx's solution](#)

787.

863F

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

Quality: 1,525 global accepts · Rating: 2200 · first AC: 2024-11-26 · last AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: flows
[ukbwyx's solution](#)

788.

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

[ukbwyx's solution](#)

789.

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[ukbwyx's solution](#)

790.

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[ukbwyx's solution](#)

791.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2200 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: dp

[ukbwyx's solution](#)

792.

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, number theory

[ukbwyx's solution](#)

793.

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[ukbwyx's solution](#)

794.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,278 global accepts · Rating: 2200 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: dp

[ukbwyx's solution](#)

795.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2200 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, greedy, sortings, trees

[ukbwyx's solution](#)

796.

620D

[Professor GukiZ and Two Arrays](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, two pointers

[ukbwyx's solution](#)

797.

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,670 global accepts · Rating: 2200 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory

[ukbwyx's solution](#)

798.

616E

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

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory
[ukbwyx's solution](#)

799.

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math
[ukbwyx's solution](#)

800.

2033G

[Sakurako and Chefir](#) · [Tutorial](#)

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees
[ukbwyx's solution](#)

801.

1252E

[Songwriter](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2200 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers
[ukbwyx's solution](#)

802.

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[ukbwyx's solution](#)

803.

125D

[Two progressions](#) · [Tutorial](#)

Quality: 439 global accepts · Rating: 2200 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[ukbwyx's solution](#)

804.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math
[ukbwyx's solution](#)

805.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2024-10-08 · last AC: 2024-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search
[ukbwyx's solution](#)

806.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math
[ukbwyx's solution](#)

807.

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2024-10-04 · last AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees
[ukbwyx's solution](#)

808.

903F

[Clear The Matrix](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2024-10-03 · last AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp
[ukbwyx's solution](#)

809.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2024-10-03 · last AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings

[ukbwyx's solution](#)

810.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[ukbwyx's solution](#)

811.

2014G

[Milky Days](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2200 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[ukbwyx's solution](#)

812.

678E

[Another Sith Tournament](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2024-08-28 · last AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[ukbwyx's solution](#)

813.

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, number theory, shortest paths

[ukbwyx's solution](#)

814.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[ukbwyx's solution](#)

815.

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[ukbwyx's solution](#)

816.

76A

[Gift](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 2200 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, sortings, trees

[ukbwyx's solution](#)

817.

105C

[Item World](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2200 · first AC: 2024-06-30 · last AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, sortings

[ukbwyx's solution](#)

818.

712D

[Memory and Scores](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2200 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[ukbwyx's solution](#)

819.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[ukbwyx's solution](#)

820.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[ukbwyx's solution](#)

821.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,249 global accepts · Rating: 2200 · first AC: 2024-02-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[ukbwyx's solution](#)

822.

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2026-02-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[ukbwyx's solution](#)

823.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2024-11-28 · last AC: 2026-02-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[ukbwyx's solution](#)

824.

2181J

[Jinx or Jackpot](#) · [Tutorial](#)

Quality: 708 global accepts · Rating: 2300 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, probabilities

[ukbwyx's solution](#)

825.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, trees

[ukbwyx's solution](#)

826.

949D

[Curfew](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2300 · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[ukbwyx's solution](#)

827.

2190C

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

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[ukbwyx's solution](#)

828.

49E

[Common ancestor](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2300 · first AC: 2026-01-10 · last AC: 2026-01-10 · C++20 (GCC 13-64) (first AC) · Tags: dp

[ukbwyx's solution](#)

829.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[ukbwyx's solution](#)

830.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[ukbwyx's solution](#)

831.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[ukbwyx's solution](#)

832.

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, number theory, shortest paths

[ukbwyx's solution](#)

833.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graph matchings, math

[ukbwyx's solution](#)

834.

2146E

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

Quality: 2,054 global accepts · Rating: 2300 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[ukbwyx's solution](#)

835.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[ukbwyx's solution](#)

836.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,400 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[ukbwyx's solution](#)

837.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, math

[ukbwyx's solution](#)

838.

846E

[Chemistry in Berland](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2300 · first AC: 2024-11-26 · last AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar,

greedy, trees

[ukbwyx's solution](#)

839.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs

[ukbwyx's solution](#)

840.

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, sortings

[ukbwyx's solution](#)

841.

254D

[Rats](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 2300 · first AC: 2025-08-04 · last AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, shortest paths

[ukbwyx's solution](#)

842.

2129C3

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

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[ukbwyx's solution](#)

843.

2124F1

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

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[ukbwyx's solution](#)

844.

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,453 global accepts · Rating: 2300 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[ukbwyx's solution](#)

845.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[ukbwyx's solution](#)

846.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,404 global accepts · Rating: 2300 · first AC: 2025-04-05 · last AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[ukbwyx's solution](#)

847.

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

[ukbwyx's solution](#)

848.

2077C

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

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft,

math, matrices

[ukbwyx's solution](#)

849.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[ukbwyx's solution](#)

850.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,452 global accepts · Rating: 2300 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[ukbwyx's solution](#)

851.

2057E1

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[ukbwyx's solution](#)

852.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[ukbwyx's solution](#)

853.

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[ukbwyx's solution](#)

854.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,162 global accepts · Rating: 2300 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math

[ukbwyx's solution](#)

855.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, trees

[ukbwyx's solution](#)

856.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[ukbwyx's solution](#)

857.

808E

[Selling Souvenirs](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, ternary search

[ukbwyx's solution](#)

858.

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2300 · first AC: 2024-11-19 · last AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[ukbwyx's solution](#)

859.

762D

[Maximum path](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
[ukbwyx's solution](#)

860.

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees
[ukbwyx's solution](#)

861.

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2300 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees
[ukbwyx's solution](#)

862.

628E

[Zbazi in Zeydabad](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2300 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation
[ukbwyx's solution](#)

863.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,402 global accepts · Rating: 2300 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, sortings
[ukbwyx's solution](#)

864.

141E

[Clearing Up](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2300 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs
[ukbwyx's solution](#)

865.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search
[ukbwyx's solution](#)

866.

2007F

[Eri and Expanded Sets](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, number theory, two pointers
[ukbwyx's solution](#)

867.

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
[ukbwyx's solution](#)

868.

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
[ukbwyx's solution](#)

869.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices
[ukbwyx's solution](#)

870.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2024-02-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation
[ukbwyx's solution](#)

871.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 2400 · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths, trees
[ukbwyx's solution](#)

872.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2026-02-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, trees
[ukbwyx's solution](#)

873.

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2025-08-14 · last AC: 2026-02-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dsu, graphs
[ukbwyx's solution](#)

874.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2026-02-08 · last AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer
[ukbwyx's solution](#)

875.

58E

[Expression](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 2400 · first AC: 2026-01-10 · last AC: 2026-01-10 · C++20 (GCC 13-64) (first AC) · Tags: dp
[ukbwyx's solution](#)

876.

1032F

[Vasya and Maximum Matching](#) · [Tutorial](#)

Quality: 1,144 global accepts · Rating: 2400 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees
[ukbwyx's solution](#)

877.

822E

[Liar](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, hashing, string suffix structures
[ukbwyx's solution](#)

878.

38H

[The Great Marathon](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 2400 · first AC: 2026-01-02 · last AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: dp
[ukbwyx's solution](#)

879.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[ukbwyx's solution](#)

880.

756D

[Bacterial Melee](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2400 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, string suffix structures

[ukbwyx's solution](#)

881.

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,042 global accepts · Rating: 2400 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[ukbwyx's solution](#)

882.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[ukbwyx's solution](#)

883.

1526E

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

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[ukbwyx's solution](#)

884.

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2023-10-24 · last AC: 2025-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings

[ukbwyx's solution](#)

885.

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[ukbwyx's solution](#)

886.

5E

[Bindian Signaling](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[ukbwyx's solution](#)

887.

204D

[Little Elephant and Retro Strings](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2400 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: dp

[ukbwyx's solution](#)

888.

332E

[Binary Key](#) · [Tutorial](#)

Quality: 334 global accepts · Rating: 2400 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[ukbwyx's solution](#)

889.

295D

[Greg and Caves](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 2400 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
[ukbwyx's solution](#)

890.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths
[ukbwyx's solution](#)

891.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2400 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees
[ukbwyx's solution](#)

892.

2096E

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

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
[ukbwyx's solution](#)

893.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,017 global accepts · Rating: 2400 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[ukbwyx's solution](#)

894.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[ukbwyx's solution](#)

895.

331C2

[The Great Julia Calendar](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2400 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: dp
[ukbwyx's solution](#)

896.

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, math
[ukbwyx's solution](#)

897.

1585F

[Non-equal Neighbours](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[ukbwyx's solution](#)

898.

825F

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

Quality: 1,952 global accepts · Rating: 2400 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, string suffix structures, strings
[ukbwyx's solution](#)

899.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy
[ukbwyx's solution](#)

900.

837F

[Prefix Sums](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2400 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, matrices
[ukbwyx's solution](#)

901.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees
[ukbwyx's solution](#)

902.

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees
[ukbwyx's solution](#)

903.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2400 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, fft, math
[ukbwyx's solution](#)

904.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
[ukbwyx's solution](#)

905.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory
[ukbwyx's solution](#)

906.

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2024-09-10 · last AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math
[ukbwyx's solution](#)

907.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees
[ukbwyx's solution](#)

908.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,960 global accepts · Rating: 2400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[ukbwyx's solution](#)

909.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings
[ukbwyx's solution](#)

910.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory
[ukbwyx's solution](#)

911.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, sortings
[ukbwyx's solution](#)

912.

98C

[Help Greg the Dwarf](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2500 · first AC: 2026-04-16 · last AC: 2026-04-16 · C++20 (GCC 13-64) (first AC) · Tags: geometry, ternary search
[ukbwyx's solution](#)

913.

1903D2

[Maximum And Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy
[ukbwyx's solution](#)

914.

710D

[Two Arithmetic Progressions](#) · [Tutorial](#)

Quality: 1,845 global accepts · Rating: 2500 · first AC: 2026-02-12 · last AC: 2026-02-13 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[ukbwyx's solution](#)

915.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees
[ukbwyx's solution](#)

916.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees
[ukbwyx's solution](#)

917.

813F

[Bipartite Checking](#) · [Tutorial](#)

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs
[ukbwyx's solution](#)

918.

68D

[Half-decay tree](#) · [Tutorial](#)

Quality: 531 global accepts · Rating: 2500 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, math, probabilities

[ukbwyx's solution](#)

919.

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2024-11-02 · last AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[ukbwyx's solution](#)

920.

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[ukbwyx's solution](#)

921.

260E

[Dividing Kingdom](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 2500 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures

[ukbwyx's solution](#)

922.

729F

[Financiers Game](#) · [Tutorial](#)

Quality: 1,070 global accepts · Rating: 2500 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: dp

[ukbwyx's solution](#)

923.

2156E

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

Quality: 961 global accepts · Rating: 2500 · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, games, graphs, greedy

[ukbwyx's solution](#)

924.

888F

[Connecting Vertices](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs

[ukbwyx's solution](#)

925.

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2500 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[ukbwyx's solution](#)

926.

976F

[Minimal k-covering](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2500 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[ukbwyx's solution](#)

927.

976D

[Degree Set](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2500 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[ukbwyx's solution](#)

928.

1073F

[Choosing Two Paths](#) · [Tutorial](#)

Quality: 593 global accepts · Rating: 2500 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[ukbwyx's solution](#)

929.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[ukbwyx's solution](#)

930.

2135D2

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

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math
[ukbwyx's solution](#)

931.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2024-11-08 · last AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search
[ukbwyx's solution](#)

932.

311C

[Fetch the Treasure](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2500 · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, shortest paths
[ukbwyx's solution](#)

933.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[ukbwyx's solution](#)

934.

2059E1

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

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings
[ukbwyx's solution](#)

935.

331C3

[The Great Julia Calendar](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2500 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: dp
[ukbwyx's solution](#)

936.

93C

[Azembler](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2500 · first AC: 2025-01-13 · last AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
[ukbwyx's solution](#)

937.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings
[ukbwyx's solution](#)

938.

884E

[Binary Matrix](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2500 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: dsu
[ukbwyx's solution](#)

939.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2024-11-15 · last AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[ukbwyx's solution](#)

940.

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[ukbwyx's solution](#)

941.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[ukbwyx's solution](#)

942.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2500 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[ukbwyx's solution](#)

943.

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[ukbwyx's solution](#)

944.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[ukbwyx's solution](#)

945.

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2024-07-10 · last AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[ukbwyx's solution](#)

946.

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-03-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[ukbwyx's solution](#)

947.

2203F

[Binary Search with One Swap](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2600 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, dp, hashing, math, two pointers

[ukbwyx's solution](#)

948.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[ukbwyx's solution](#)

949.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[ukbwyx's solution](#)

950.

2173F

[Isla's Memory Thresholds](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2600 · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, math

[ukbwyx's solution](#)

951.

843C

[Upgrading Tree](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2600 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math, trees

[ukbwyx's solution](#)

952.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2025-11-08 · last AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy

[ukbwyx's solution](#)

953.

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[ukbwyx's solution](#)

954.

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures

[ukbwyx's solution](#)

955.

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[ukbwyx's solution](#)

956.

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[ukbwyx's solution](#)

957.

2129D

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

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[ukbwyx's solution](#)

958.

115D

[Unambiguous Arithmetic Expression](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2600 · first AC: 2025-07-29 · last AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, expression

parsing

[ukbwyx's solution](#)

959.

2128E2

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

Quality: 795 global accepts · Rating: 2600 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, math, two pointers

[ukbwyx's solution](#)

960.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[ukbwyx's solution](#)

961.

269D

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

Quality: 493 global accepts · Rating: 2600 · first AC: 2025-01-22 · last AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, sortings

[ukbwyx's solution](#)

962.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[ukbwyx's solution](#)

963.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2024-11-21 · last AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[ukbwyx's solution](#)

964.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[ukbwyx's solution](#)

965.

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: fft, math, strings

[ukbwyx's solution](#)

966.

487D

[Conveyor Belts](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2700 · first AC: 2026-02-12 · last AC: 2026-02-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[ukbwyx's solution](#)

967.

48G

[Galaxy Union](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 2700 · first AC: 2026-01-10 · last AC: 2026-01-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees, two pointers

[ukbwyx's solution](#)

968.

2169F

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

Quality: 334 global accepts · Rating: 2700 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math
[ukbwyx's solution](#)

969.

2163E

[Plegma](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, communication, interactive
[ukbwyx's solution](#)

970.

494D

[Birthday](#) · [Tutorial](#)

Quality: 669 global accepts · Rating: 2700 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, trees
[ukbwyx's solution](#)

971.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings
[ukbwyx's solution](#)

972.

42E

[Baldman and the military](#) · [Tutorial](#)

Quality: 244 global accepts · Rating: 2700 · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees
[ukbwyx's solution](#)

973.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2700 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities
[ukbwyx's solution](#)

974.

2028F

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

Quality: 541 global accepts · Rating: 2700 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation
[ukbwyx's solution](#)

975.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,950 global accepts · Rating: 2700 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu
[ukbwyx's solution](#)

976.

575A

[Fibonotci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, matrices
[ukbwyx's solution](#)

977.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math
[ukbwyx's solution](#)

978.

293B

[Distinct Paths](#) · [Tutorial](#)

Quality: 941 global accepts · Rating: 2700 · first AC: 2024-07-05 · last AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics

[ukbwyx's solution](#)

979.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[ukbwyx's solution](#)

980.

360E

[Levko and Game](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[ukbwyx's solution](#)

981.

1393E1

[Twilight and Ancient Scroll \(easier version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2800 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[ukbwyx's solution](#)

982.

1923F

[Shrink-Reverse](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2800 · first AC: 2026-01-22 · last AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, hashing, implementation, string suffix structures, strings

[ukbwyx's solution](#)

983.

1913F

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

Quality: 543 global accepts · Rating: 2800 · first AC: 2026-01-22 · last AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[ukbwyx's solution](#)

984.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2800 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[ukbwyx's solution](#)

985.

1327G

[Letters and Question Marks](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 2800 · first AC: 2026-01-22 · last AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, string suffix structures

[ukbwyx's solution](#)

986.

671C

[Ultimate Weirdness of an Array](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2800 · first AC: 2026-01-17 · last AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, number theory

[ukbwyx's solution](#)

987.

633G

[Yash And Trees](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2800 · first AC: 2026-01-17 · last AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, math, number theory

[ukbwyx's solution](#)

988.

559D

[Randomizer](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, geometry, probabilities
[ukbwyx's solution](#)

989.

1572D

[Bridge Club](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs, greedy
[ukbwyx's solution](#)

990.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities
[ukbwyx's solution](#)

991.

1721F

[Matching Reduction](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, flows, graph matchings, graphs, interactive
[ukbwyx's solution](#)

992.

1809G

[Prediction](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2800 · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[ukbwyx's solution](#)

993.

625E

[Frog Fights](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 2800 · first AC: 2025-11-15 · last AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[ukbwyx's solution](#)

994.

1267D

[DevOps Best Practices](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2800 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[ukbwyx's solution](#)

995.

2150E2

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

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-25 · last AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities
[ukbwyx's solution](#)

996.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2025-03-29 · last AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings
[ukbwyx's solution](#)

997.

2031F

[Penchick and Even Medians](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities
[ukbwyx's solution](#)

998.

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[ukbwyx's solution](#)

999.

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[ukbwyx's solution](#)

1000.

1646F

[Playing Around the Table](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2900 · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[ukbwyx's solution](#)

1001.

643F

[Bears and Juice](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2900 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, meet-in-the-middle

[ukbwyx's solution](#)

1002.

1038F

[Wrap Around](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2900 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[ukbwyx's solution](#)

1003.

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[ukbwyx's solution](#)

1004.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[ukbwyx's solution](#)

1005.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, sortings

[ukbwyx's solution](#)

1006.

457E

[Flow Optimality](#) · [Tutorial](#)

Quality: 121 global accepts · Rating: 3000 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, math

[ukbwyx's solution](#)

1007.

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, sortings

[ukbwyx's solution](#)

1008.

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3000 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive
[ukbwyx's solution](#)

1009.

329E

[Evil](#) · [Tutorial](#)

Quality: 183 global accepts · Rating: 3100 · first AC: 2026-04-09 · last AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: math
[ukbwyx's solution](#)

1010.

477E

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

Quality: 160 global accepts · Rating: 3100 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[ukbwyx's solution](#)

1011.

633H

[Fibonacci-ish II](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 3100 · first AC: 2026-01-17 · last AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation
[ukbwyx's solution](#)

1012.

1566G

[Four Vertices](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3100 · first AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, shortest paths
[ukbwyx's solution](#)

1013.

536E

[Tavas on the Path](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3100 · first AC: 2025-11-08 · last AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees
[ukbwyx's solution](#)

1014.

986D

[Perfect Encoding](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3100 · first AC: 2025-09-05 · last AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: fft, math
[ukbwyx's solution](#)

1015.

1416E

[Split](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 3200 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy
[ukbwyx's solution](#)

1016.

1666K

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

Quality: 357 global accepts · Rating: 3200 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: flows
[ukbwyx's solution](#)

1017.

786E

[ALT](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 3200 · first AC: 2025-12-22 · last AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows, graphs, trees
[ukbwyx's solution](#)

1018.

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2025-08-16 · last AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[ukbwyx's solution](#)

1019.

1083D

[The Fair Nut's getting crazy](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3500 · first AC: 2025-11-07 · last AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[ukbwyx's solution](#)

1020.

100357G

[The Most Relevant Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[ukbwyx's solution](#)

1021.

100341D

[Block Edit Distance](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[ukbwyx's solution](#)

1022.

100343A

[Kingdom Division](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[ukbwyx's solution](#)

1023.

101237F

[Just Another Sequence Problem](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[ukbwyx's solution](#)

1024.

2226D

[Reserved Reversals](#) · [Tutorial](#)

Quality: 2,188 global accepts · Rating: — · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[ukbwyx's solution](#)

1025.

2226B

[Everything Everywhere](#) · [Tutorial](#)

Quality: 9,985 global accepts · Rating: — · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[ukbwyx's solution](#)

1026.

2226A

[Disturbing Distribution](#) · [Tutorial](#)

Quality: 11,095 global accepts · Rating: — · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[ukbwyx's solution](#)

1027.

100213H

[Saving Princess](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[ukbwyx's solution](#)

1028.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive

algorithms, interactive

[ukbwyx's solution](#)

1029.

2222D

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

Quality: 3,182 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, sortings

[ukbwyx's solution](#)

1030.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,768 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[ukbwyx's solution](#)

1031.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,267 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[ukbwyx's solution](#)

1032.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,981 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[ukbwyx's solution](#)

1033.

undefined202

[The Towers of Hanoi Revisited](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: *special

[ukbwyx's solution](#)

1034.

undefined179

[Brackets light](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[ukbwyx's solution](#)

1035.

100417H

[Robots' Art](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[ukbwyx's solution](#)

1036.

103098A

[Adjacent Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[ukbwyx's solution](#)

1037.

100096J

[Sum of a subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[ukbwyx's solution](#)

1038.

103098L

[Long Grid Covering](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[ukbwyx's solution](#)

1039.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees
[ukbwyx's solution](#)

1040.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,208 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[ukbwyx's solution](#)

1041.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math
[ukbwyx's solution](#)

1042.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,988 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[ukbwyx's solution](#)

1043.

undefined109

[Magic of David Copperfield II](#) · [Tutorial](#)

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

1044.

undefined126

[Boxes](#) · [Tutorial](#)

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

1045.

103102F

[Fence Job](#) · [Tutorial](#)

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

1046.

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,268 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings
[ukbwyx's solution](#)

1047.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,542 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force, games, interactive
[ukbwyx's solution](#)

1048.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,562 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings
[ukbwyx's solution](#)

1049.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,131 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, graph matchings, implementation

[ukbwyx's solution](#)

1050.

100134I

[Identification of Protein](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[ukbwyx's solution](#)

1051.

104077B

[Cells Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[ukbwyx's solution](#)

1052.

104013I

[Integer Square](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[ukbwyx's solution](#)

1053.

103993D

[Password](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[ukbwyx's solution](#)

1054.

undefined438

[The Glorious Karlutka River ⇒](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-07 · C++20 (GCC 13-64) (first AC) · Tags: *special

[ukbwyx's solution](#)

1055.

100513F

[Ilya Muromets](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[ukbwyx's solution](#)

1056.

100513I

[Sale in GameStore](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-05 · last AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[ukbwyx's solution](#)

1057.

100078I

[iChess](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[ukbwyx's solution](#)

1058.

101334J

[Joseph's Problem](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[ukbwyx's solution](#)

1059.

100536I

[Irrelevant Elements](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[ukbwyx's solution](#)

1060.

101411L

[L-Shapes](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[ukbwyx's solution](#)

1061.

104015I

[Tree Painting](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[ukbwyx's solution](#)

1062.

103993H

[Report Preparation](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[ukbwyx's solution](#)

1063.

101252G

[Plural Form of Nouns](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-03 · last AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[ukbwyx's solution](#)

1064.

102904B

[Dispatch Money](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[ukbwyx's solution](#)

1065.

102268J

[Jealous Split](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —

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1066.

102391J

[Parklife](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-15 · last AC: 2026-01-16 · C++20 (GCC 13-64) (first AC) · Tags: —

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1067.

103688B

[Lovely Fish](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-13 · last AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: —

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1068.

102346F

[Forests in Danger](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: —

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1069.

102428J

[Jumping Grasshoper](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: —

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1070.

102423J

[One of Each](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: —

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1071.

102500J

[Jackdaws And Crows](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[ukbwyx's solution](#)

1072.

102428C

[Cut Inequality Down](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: —

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1073.

103098E

[Even Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-13 · last AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: —

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1074.

102423B

[Computer Cache](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: —

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1075.

103091G

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Rating: — · first AC: 2026-01-13 · last AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: —

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1076.

102412E

[Minimums on the Edges](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: —

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1077.

103439G

[Replace Sort](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: —

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1078.

100269H

[Heavy Chain Clusterization](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[ukbwyx's solution](#)

1079.

101149B

[No Time for Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[ukbwyx's solution](#)

1080.

2168C

[Intercepting Butterflies](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive

[ukbwyx's solution](#)

1081.

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: — · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: communication, constructive algorithms, interactive

[ukbwyx's solution](#)

1082.

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, communication, interactive, math

[ukbwyx's solution](#)

1083.

101365F

[Ice-cream Tycoon](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · last AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[ukbwyx's solution](#)

1084.

105992J

[u;T](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[ukbwyx's solution](#)

1085.

100197D

[Little Jumper](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-27 · last AC: 2025-06-27 · C++20 (GCC 13-64) (first AC) · Tags: —

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1086.

100197E

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

Rating: — · first AC: 2025-06-27 · C++20 (GCC 13-64) (first AC) · Tags: —

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1087.

100197B

[The Towers of Hanoi Revisited](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: —

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1088.

100197A

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Rating: — · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: —

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1089.

100199E

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Rating: — · first AC: 2025-06-25 · last AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: —

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1090.

100197C

[Hyperhuffman](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —

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1091.

100197G

[Robbers](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[ukbwyx's solution](#)

1092.

100199H

[Cracking' RSA](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[ukbwyx's solution](#)

1093.

100199G

[Beautiful People](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[ukbwyx's solution](#)

1094.

100199F

[Get Out!](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[ukbwyx's solution](#)

1095.

100199D

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

Rating: — · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —
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1096.

100199C

[New Year Bonus Grant](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —
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1097.

100199B

[Reactor Cooling](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —
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1098.

100199A

[Chinese Girls' Amusement](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —
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1099.

105386E

[Relearn through Review](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[ukbwyx's solution](#)

1100.

105358E

[Escape](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · last AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[ukbwyx's solution](#)

1101.

102823J

[Stone Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · last AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[ukbwyx's solution](#)

1102.

undefined149

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-01 · last AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: *special
[ukbwyx's solution](#)

1103.

102644F

[Min Path](#) · [Tutorial](#)

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