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Unique solved — waipoli

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1.

2207A

[1-1](#) · [Tutorial](#)

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2.

2157A

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3.

2164A

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4.

2152A

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6.

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7.

2062A

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2057A

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9.

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1930A

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1900A

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32.

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1676A

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41.

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42.

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48.

1861A

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64.

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1834A

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71.

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72.

1838A

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73.

1839A

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74.

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75.

785A

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1828A

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1814A

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1816A

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1820A

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81.

1798A

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82.

1805B

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1805A

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1811A

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85.

1775A1

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1783A

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87.

1758A

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88.

1748A

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89.

1747A

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1740B

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1740A

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1742A

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94.

1701A

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95.

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96.

1754B

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1754A

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1703A

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100.

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101.

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[waipoli's solution](#)

102.

1744B

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

Quality: 24,898 global accepts · Rating: 800 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[waipoli's solution](#)

103.

1744A

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

Quality: 28,777 global accepts · Rating: 800 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[waipoli's solution](#)

104.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[waipoli's solution](#)

105.

1665A

[GCD vs LCM](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 800 · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[waipoli's solution](#)

106.

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 800 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[waipoli's solution](#)

107.

1692A

[Marathon](#) · [Tutorial](#)

Quality: 85,748 global accepts · Rating: 800 · first AC: 2022-10-12 · PyPy 3-64 (first AC) · Tags: implementation

[waipoli's solution](#)

108.

1741B

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

Quality: 26,762 global accepts · Rating: 800 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[waipoli's solution](#)

109.

1741A

[Compare T-Shirt Sizes](#) · [Tutorial](#)

Quality: 33,802 global accepts · Rating: 800 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[waipoli's solution](#)

110.

1736A

[Make A Equal to B](#) · [Tutorial](#)

Quality: 24,153 global accepts · Rating: 800 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[waipoli's solution](#)

111.

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2022-10-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[waipoli's solution](#)

112.

1690C

[Restoring the Duration of Tasks](#) · [Tutorial](#)

Quality: 28,093 global accepts · Rating: 800 · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[waipoli's solution](#)

113.

1690B

[Array Decrements](#) · [Tutorial](#)

Quality: 26,933 global accepts · Rating: 800 · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[waipoli's solution](#)

114.

1690A

[Print a Pedestal \(Codeforces logo?\)](#) · [Tutorial](#)

Quality: 35,629 global accepts · Rating: 800 · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[waipoli's solution](#)

115.

1708A

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

Quality: 22,573 global accepts · Rating: 800 · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[waipoli's solution](#)

116.

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,595 global accepts · Rating: 800 · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[waipoli's solution](#)

117.

1719B

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

Quality: 19,168 global accepts · Rating: 800 · first AC: 2022-10-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[waipoli's solution](#)

118.

1719A

[Chip Game](#) · [Tutorial](#)

Quality: 26,821 global accepts · Rating: 800 · first AC: 2022-10-04 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[waipoli's solution](#)

119.

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[waipoli's solution](#)

120.

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,056 global accepts · Rating: 800 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[waipoli's solution](#)

121.

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[waipoli's solution](#)

122.

1738A

[Glory Addicts](#) · [Tutorial](#)

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

[waipoli's solution](#)

123.

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,845 global accepts · Rating: 800 · first AC: 2022-09-28 · PyPy 3-64 (first AC) · Tags: greedy, math

[waipoli's solution](#)

124.

1725A

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

Quality: 10,135 global accepts · Rating: 800 · first AC: 2022-09-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[waipoli's solution](#)

125.

1688B

[Patchouli's Magical Talisman](#) · [Tutorial](#)

Quality: 19,007 global accepts · Rating: 800 · first AC: 2022-09-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, sortings

[waipoli's solution](#)

126.

1688A

[Cirno's Perfect Bitmasks Classroom](#) · [Tutorial](#)

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-09-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[waipoli's solution](#)

127.

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[waipoli's solution](#)

128.

1734B

[Bright, Nice, Brilliant](#) · [Tutorial](#)

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[waipoli's solution](#)

129.

1720B

[Interesting Sum](#) · [Tutorial](#)

Quality: 22,415 global accepts · Rating: 800 · first AC: 2022-09-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, sortings

[waipoli's solution](#)

130.

1734A

[Select Three Sticks](#) · [Tutorial](#)

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[waipoli's solution](#)

131.

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-09-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[waipoli's solution](#)

132.

1721A

[Image](#) · [Tutorial](#)

Quality: 28,310 global accepts · Rating: 800 · first AC: 2022-09-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[waipoli's solution](#)

133.

1671A

[String Building](#) · [Tutorial](#)

Quality: 21,387 global accepts · Rating: 800 · first AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[waipoli's solution](#)

134.

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,855 global accepts · Rating: 800 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[waipoli's solution](#)

135.

1713A

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

Quality: 22,813 global accepts · Rating: 800 · first AC: 2022-09-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, implementation

[waipoli's solution](#)

136.

1712B

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

Quality: 22,399 global accepts · Rating: 800 · first AC: 2022-09-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[waipoli's solution](#)

137.

1712A

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

Quality: 25,056 global accepts · Rating: 800 · first AC: 2022-09-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[waipoli's solution](#)

138.

1647A

[Madoka and Math Dad](#) · [Tutorial](#)

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-09-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[waipoli's solution](#)

139.

1668A

[Direction Change](#) · [Tutorial](#)

Quality: 16,784 global accepts · Rating: 800 · first AC: 2022-09-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[waipoli's solution](#)

140.

1694A

[Creep](#) · [Tutorial](#)

Quality: 23,519 global accepts · Rating: 800 · first AC: 2022-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[waipoli's solution](#)

141.

1627A

[Not Shading](#) · [Tutorial](#)

Quality: 24,897 global accepts · Rating: 800 · first AC: 2022-09-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[waipoli's solution](#)

142.

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,476 global accepts · Rating: 800 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[waipoli's solution](#)

143.

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,899 global accepts · Rating: 800 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: math
[waipoli's solution](#)

144.

1699A

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

Quality: 24,780 global accepts · Rating: 800 · first AC: 2022-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[waipoli's solution](#)

145.

1702B

[Polycarp Writes a String from Memory](#) · [Tutorial](#)

Quality: 29,305 global accepts · Rating: 800 · first AC: 2022-09-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[waipoli's solution](#)

146.

1702A

[Round Down the Price](#) · [Tutorial](#)

Quality: 38,179 global accepts · Rating: 800 · first AC: 2022-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[waipoli's solution](#)

147.

1706A

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

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-09-09 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings
[waipoli's solution](#)

148.

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[waipoli's solution](#)

149.

1728A

[Colored Balls: Revisited](#) · [Tutorial](#)

Quality: 25,452 global accepts · Rating: 800 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings
[waipoli's solution](#)

150.

1617A

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

Quality: 17,008 global accepts · Rating: 800 · first AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[waipoli's solution](#)

151.

1717A

[Madoka and Strange Thoughts](#) · [Tutorial](#)

Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[waipoli's solution](#)

152.

1722C

[Word Game](#) · [Tutorial](#)

Quality: 36,175 global accepts · Rating: 800 · first AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[waipoli's solution](#)

153.

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,456 global accepts · Rating: 800 · first AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[waipoli's solution](#)

154.

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,627 global accepts · Rating: 800 · first AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[waipoli's solution](#)

155.

1714C

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

Quality: 33,426 global accepts · Rating: 800 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[waipoli's solution](#)

156.

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,777 global accepts · Rating: 800 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[waipoli's solution](#)

157.

992A

[Nastya and an Array](#) · [Tutorial](#)

Quality: 14,316 global accepts · Rating: 800 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[waipoli's solution](#)

158.

1551B1

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

Quality: 31,324 global accepts · Rating: 800 · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[waipoli's solution](#)

159.

1551A

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

Quality: 58,354 global accepts · Rating: 800 · first AC: 2021-12-26 · last AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[waipoli's solution](#)

160.

1547B

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

Quality: 27,901 global accepts · Rating: 800 · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[waipoli's solution](#)

161.

1547A

[Shortest Path with Obstacle](#) · [Tutorial](#)

Quality: 32,287 global accepts · Rating: 800 · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[waipoli's solution](#)

162.

1560C

[Infinity Table](#) · [Tutorial](#)

Quality: 27,995 global accepts · Rating: 800 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[waipoli's solution](#)

163.

1560B

[Who's Opposite?](#) · [Tutorial](#)

Quality: 38,802 global accepts · Rating: 800 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: math
[waipoli's solution](#)

164.

1560A

[Dislike of Threes](#) · [Tutorial](#)

Quality: 73,512 global accepts · Rating: 800 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[waipoli's solution](#)

165.

1660B

[Vlad and Candies](#) · [Tutorial](#)

Quality: 29,754 global accepts · Rating: 800 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: math
[waipoli's solution](#)

166.

1660A

[Vasya and Coins](#) · [Tutorial](#)

Quality: 39,204 global accepts · Rating: 800 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[waipoli's solution](#)

167.

1658B

[Marin and Anti-coprime Permutation](#) · [Tutorial](#)

Quality: 19,544 global accepts · Rating: 800 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
[waipoli's solution](#)

168.

1658A

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

Quality: 20,907 global accepts · Rating: 800 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math
[waipoli's solution](#)

169.

1579A

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

Quality: 41,992 global accepts · Rating: 800 · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: math, strings
[waipoli's solution](#)

170.

1657B

[XY Sequence](#) · [Tutorial](#)

Quality: 23,609 global accepts · Rating: 800 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[waipoli's solution](#)

171.

1657A

[Integer Moves](#) · [Tutorial](#)

Quality: 24,893 global accepts · Rating: 800 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[waipoli's solution](#)

172.

1650A

[Deletions of Two Adjacent Letters](#) · [Tutorial](#)

Quality: 37,306 global accepts · Rating: 800 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[waipoli's solution](#)

173.

1635B

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

Quality: 18,474 global accepts · Rating: 800 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[waipoli's solution](#)

174.

1635A

[Min Or Sum](#) · [Tutorial](#)

Quality: 25,898 global accepts · Rating: 800 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[waipoli's solution](#)

175.

1638A

[Reverse](#) · [Tutorial](#)

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

[waipoli's solution](#)

176.

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings

[waipoli's solution](#)

177.

1632A

[ABC](#) · [Tutorial](#)

Quality: 31,067 global accepts · Rating: 800 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[waipoli's solution](#)

178.

1624A

[Plus One on the Subset](#) · [Tutorial](#)

Quality: 60,270 global accepts · Rating: 800 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: math

[waipoli's solution](#)

179.

1616A

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

Quality: 23,829 global accepts · Rating: 800 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[waipoli's solution](#)

180.

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[waipoli's solution](#)

181.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[waipoli's solution](#)

182.

1566A

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

Quality: 25,373 global accepts · Rating: 800 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[waipoli's solution](#)

183.

1619B

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

Quality: 32,946 global accepts · Rating: 800 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[waipoli's solution](#)

184.

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,821 global accepts · Rating: 800 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[waipoli's solution](#)

185.

1618B

[Missing Bigram](#) · [Tutorial](#)

Quality: 23,836 global accepts · Rating: 800 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[waipoli's solution](#)

186.

1618A

[Polycarp and Sums of Subsequences](#) · [Tutorial](#)

Quality: 34,381 global accepts · Rating: 800 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
[waipoli's solution](#)

187.

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,263 global accepts · Rating: 800 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[waipoli's solution](#)

188.

1611B

[Team Composition: Programmers and Mathematicians](#) · [Tutorial](#)

Quality: 31,914 global accepts · Rating: 800 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math
[waipoli's solution](#)

189.

1611A

[Make Even](#) · [Tutorial](#)

Quality: 33,414 global accepts · Rating: 800 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[waipoli's solution](#)

190.

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,838 global accepts · Rating: 800 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[waipoli's solution](#)

191.

1472A

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

Quality: 45,522 global accepts · Rating: 800 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[waipoli's solution](#)

192.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,087 global accepts · Rating: 800 · first AC: 2019-11-01 · PascalABC.NET (first AC) · Tags: implementation
[waipoli's solution](#)

193.

791A

[Bear and Big Brother](#) · [Tutorial](#)

Quality: 257,208 global accepts · Rating: 800 · first AC: 2019-11-01 · PascalABC.NET (first AC) · Tags: implementation

[waipoli's solution](#)

194.

1030A

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

Quality: 171,455 global accepts · Rating: 800 · first AC: 2019-11-01 · PascalABC.NET (first AC) · Tags: implementation

[waipoli's solution](#)

195.

977A

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

Quality: 217,481 global accepts · Rating: 800 · first AC: 2019-10-24 · PascalABC.NET (first AC) · Tags: implementation

[waipoli's solution](#)

196.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,865 global accepts · Rating: 900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[waipoli's solution](#)

197.

2114B

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

Quality: 30,500 global accepts · Rating: 900 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[waipoli's solution](#)

198.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[waipoli's solution](#)

199.

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[waipoli's solution](#)

200.

1696B

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

Quality: 36,323 global accepts · Rating: 900 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[waipoli's solution](#)

201.

2035B

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

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[waipoli's solution](#)

202.

1150B

[Tiling Challenge](#) · [Tutorial](#)

Quality: 11,851 global accepts · Rating: 900 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[waipoli's solution](#)

203.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,303 global accepts · Rating: 900 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[waipoli's solution](#)

204.

1900B

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

Quality: 20,471 global accepts · Rating: 900 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[waipoli's solution](#)

205.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,421 global accepts · Rating: 900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers

[waipoli's solution](#)

206.

1496A

[Split it!](#) · [Tutorial](#)

Quality: 22,243 global accepts · Rating: 900 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[waipoli's solution](#)

207.

1888A

[Chemistry](#) · [Tutorial](#)

Rating: 900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: strings

[waipoli's solution](#)

208.

1609A

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

Quality: 18,895 global accepts · Rating: 900 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[waipoli's solution](#)

209.

892A

[Greed](#) · [Tutorial](#)

Quality: 14,942 global accepts · Rating: 900 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[waipoli's solution](#)

210.

1879B

[Chips on the Board](#) · [Tutorial](#)

Quality: 25,077 global accepts · Rating: 900 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[waipoli's solution](#)

211.

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,055 global accepts · Rating: 900 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[waipoli's solution](#)

212.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,574 global accepts · Rating: 900 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[waipoli's solution](#)

213.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[waipoli's solution](#)

214.

1855B

[Longest Divisors Interval](#) · [Tutorial](#)

Quality: 44,923 global accepts · Rating: 900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory

[waipoli's solution](#)

215.

1848A

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

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: games, math
[waipoli's solution](#)

216.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,704 global accepts · Rating: 900 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math
[waipoli's solution](#)

217.

1837B

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

Quality: 50,098 global accepts · Rating: 900 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[waipoli's solution](#)

218.

1828B

[Permutation Swap](#) · [Tutorial](#)

Quality: 39,301 global accepts · Rating: 900 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[waipoli's solution](#)

219.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,738 global accepts · Rating: 900 · first AC: 2023-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[waipoli's solution](#)

220.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,614 global accepts · Rating: 900 · first AC: 2023-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[waipoli's solution](#)

221.

1775A2

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

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[waipoli's solution](#)

222.

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,890 global accepts · Rating: 900 · first AC: 2023-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[waipoli's solution](#)

223.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,955 global accepts · Rating: 900 · first AC: 2023-01-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[waipoli's solution](#)

224.

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,261 global accepts · Rating: 900 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
[waipoli's solution](#)

225.

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,582 global accepts · Rating: 900 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[waipoli's solution](#)

226.

1737A

[Ela Sorting Books](#) · [Tutorial](#)

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
[waipoli's solution](#)

227.

1709B

[Also Try Minecraft](#) · [Tutorial](#)

Quality: 25,843 global accepts · Rating: 900 · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation
[waipoli's solution](#)

228.

1735B

[Tea with Tangerines](#) · [Tutorial](#)

Quality: 19,318 global accepts · Rating: 900 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[waipoli's solution](#)

229.

1720A

[Burenka Plays with Fractions](#) · [Tutorial](#)

Quality: 24,364 global accepts · Rating: 900 · first AC: 2022-09-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[waipoli's solution](#)

230.

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,073 global accepts · Rating: 900 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[waipoli's solution](#)

231.

1668B

[Social Distance](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 900 · first AC: 2022-09-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[waipoli's solution](#)

232.

1705B

[Mark the Dust Sweeper](#) · [Tutorial](#)

Quality: 25,449 global accepts · Rating: 900 · first AC: 2022-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[waipoli's solution](#)

233.

1699B

[Almost Ternary Matrix](#) · [Tutorial](#)

Quality: 21,693 global accepts · Rating: 900 · first AC: 2022-09-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, matrices
[waipoli's solution](#)

234.

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,831 global accepts · Rating: 900 · first AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[waipoli's solution](#)

235.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,548 global accepts · Rating: 900 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[waipoli's solution](#)

236.

1714A

[Everyone Loves to Sleep](#) · [Tutorial](#)

Quality: 32,895 global accepts · Rating: 900 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[waipoli's solution](#)

237.

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,940 global accepts · Rating: 900 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: math
[waipoli's solution](#)

238.

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,940 global accepts · Rating: 900 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[waipoli's solution](#)

239.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,627 global accepts · Rating: 900 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[waipoli's solution](#)

240.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,251 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory
[waipoli's solution](#)

241.

2114C

[Need More Arrays](#) · [Tutorial](#)

Quality: 30,892 global accepts · Rating: 1000 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
[waipoli's solution](#)

242.

2057B

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

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[waipoli's solution](#)

243.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, two pointers
[waipoli's solution](#)

244.

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
[waipoli's solution](#)

245.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: math
[waipoli's solution](#)

246.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,312 global accepts · Rating: 1000 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers
[waipoli's solution](#)

247.

967B

[Watering System](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1000 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

[waipoli's solution](#)

248.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,049 global accepts · Rating: 1000 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings

[waipoli's solution](#)

249.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,433 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[waipoli's solution](#)

250.

1969B

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

Quality: 22,331 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[waipoli's solution](#)

251.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,849 global accepts · Rating: 1000 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: math

[waipoli's solution](#)

252.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[waipoli's solution](#)

253.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,909 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[waipoli's solution](#)

254.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[waipoli's solution](#)

255.

1888B

[Raspberries](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[waipoli's solution](#)

256.

1876A

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

Quality: 34,918 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[waipoli's solution](#)

257.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,877 global accepts · Rating: 1000 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[waipoli's solution](#)

258.

1419D1

[Sage's Birthday \(easy version\) · Tutorial](#)

Quality: 26,387 global accepts · Rating: 1000 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[waipoli's solution](#)

259.

1861B

[Two Binary Strings · Tutorial](#)

Quality: 24,006 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[waipoli's solution](#)

260.

1858C

[Yet Another Permutation Problem · Tutorial](#)

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[waipoli's solution](#)

261.

1859B

[Olya and Game with Arrays · Tutorial](#)

Quality: 43,898 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[waipoli's solution](#)

262.

1849B

[Monsters · Tutorial](#)

Quality: 44,373 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[waipoli's solution](#)

263.

1844B

[Permutations & Primes · Tutorial](#)

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

[waipoli's solution](#)

264.

1847B

[Hamon Odyssey · Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, two pointers

[waipoli's solution](#)

265.

1761B

[Elimination of a Ring · Tutorial](#)

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[waipoli's solution](#)

266.

1834B

[Maximum Strength · Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[waipoli's solution](#)

267.

1841B

[Keep it Beautiful · Tutorial](#)

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[waipoli's solution](#)

268.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,572 global accepts · Rating: 1000 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers
[waipoli's solution](#)

269.

1837C

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

Quality: 24,576 global accepts · Rating: 1000 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[waipoli's solution](#)

270.

1816B

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

Quality: 16,689 global accepts · Rating: 1000 · first AC: 2023-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[waipoli's solution](#)

271.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,540 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory
[waipoli's solution](#)

272.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,098 global accepts · Rating: 1000 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers
[waipoli's solution](#)

273.

1690D

[Black and White Stripe](#) · [Tutorial](#)

Quality: 47,030 global accepts · Rating: 1000 · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers
[waipoli's solution](#)

274.

1725B

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

Quality: 28,271 global accepts · Rating: 1000 · first AC: 2022-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
[waipoli's solution](#)

275.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,606 global accepts · Rating: 1000 · first AC: 2022-09-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[waipoli's solution](#)

276.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2022-09-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[waipoli's solution](#)

277.

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,737 global accepts · Rating: 1000 · first AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings
[waipoli's solution](#)

278.

1713B

[Optimal Reduction](#) · [Tutorial](#)

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-09-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[waipoli's solution](#)

279.

1702D

[Not a Cheap String](#) · [Tutorial](#)

Quality: 25,935 global accepts · Rating: 1000 · first AC: 2022-09-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[waipoli's solution](#)

280.

1632B

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

Quality: 31,537 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[waipoli's solution](#)

281.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[waipoli's solution](#)

282.

1611C

[Polycarp Recovers the Permutation](#) · [Tutorial](#)

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[waipoli's solution](#)

283.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,592 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[waipoli's solution](#)

284.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy

[waipoli's solution](#)

285.

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

[waipoli's solution](#)

286.

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

[waipoli's solution](#)

287.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,405 global accepts · Rating: 1100 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[waipoli's solution](#)

288.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,977 global accepts · Rating: 1100 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[waipoli's solution](#)

289.

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 1100 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: number theory

[waipoli's solution](#)

290.

884B

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

Quality: 7,564 global accepts · Rating: 1100 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[waipoli's solution](#)

291.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,499 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[waipoli's solution](#)

292.

1382B

[Sequential Nim](#) · [Tutorial](#)

Quality: 26,094 global accepts · Rating: 1100 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, games

[waipoli's solution](#)

293.

1616B

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

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[waipoli's solution](#)

294.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,949 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[waipoli's solution](#)

295.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,714 global accepts · Rating: 1100 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[waipoli's solution](#)

296.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,703 global accepts · Rating: 1100 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[waipoli's solution](#)

297.

1862C

[Flower City Fence](#) · [Tutorial](#)

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings

[waipoli's solution](#)

298.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,631 global accepts · Rating: 1100 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, strings

[waipoli's solution](#)

299.

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,720 global accepts · Rating: 1100 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, shortest paths, sortings

[waipoli's solution](#)

300.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,492 global accepts · Rating: 1100 · first AC: 2023-09-02 · PyPy 3-64 (first AC) · Tags: brute force, sortings, two pointers

[waipoli's solution](#)

301.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[waipoli's solution](#)

302.

1863B

[Split Sort](#) · [Tutorial](#)

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

[waipoli's solution](#)

303.

1631B

[Fun with Even Subarrays](#) · [Tutorial](#)

Quality: 26,894 global accepts · Rating: 1100 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[waipoli's solution](#)

304.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,614 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[waipoli's solution](#)

305.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[waipoli's solution](#)

306.

869B

[The Eternal Immortality](#) · [Tutorial](#)

Quality: 15,555 global accepts · Rating: 1100 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: math

[waipoli's solution](#)

307.

1842B

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

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[waipoli's solution](#)

308.

331C1

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

Quality: 7,085 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[waipoli's solution](#)

309.

1656B

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

Quality: 26,806 global accepts · Rating: 1100 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, two pointers

[waipoli's solution](#)

310.

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,592 global accepts · Rating: 1100 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[waipoli's solution](#)

311.

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,285 global accepts · Rating: 1100 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: sortings, strings

[waipoli's solution](#)

312.

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,724 global accepts · Rating: 1100 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math

[waipoli's solution](#)

313.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,394 global accepts · Rating: 1100 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, shortest paths

[waipoli's solution](#)

314.

1838B

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

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[waipoli's solution](#)

315.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,549 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[waipoli's solution](#)

316.

1828C

[Counting Orders](#) · [Tutorial](#)

Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, sortings

[waipoli's solution](#)

317.

1807G2

[Subsequence Addition \(Hard Version\)](#) · [Tutorial](#)

Quality: 27,844 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[waipoli's solution](#)

318.

1807G1

[Subsequence Addition \(Easy Version\)](#) · [Tutorial](#)

Quality: 22,250 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[waipoli's solution](#)

319.

1826B

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

Quality: 28,164 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[waipoli's solution](#)

320.

1820B

[JoJo's Incredible Adventures](#) · [Tutorial](#)

Quality: 23,009 global accepts · Rating: 1100 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: math, strings, two pointers
[waipoli's solution](#)

321.

1783B

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

Quality: 19,319 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[waipoli's solution](#)

322.

1743C

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

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[waipoli's solution](#)

323.

1741C

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

Quality: 19,361 global accepts · Rating: 1100 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, two pointers
[waipoli's solution](#)

324.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,436 global accepts · Rating: 1100 · first AC: 2022-10-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[waipoli's solution](#)

325.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-09-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[waipoli's solution](#)

326.

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,641 global accepts · Rating: 1100 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[waipoli's solution](#)

327.

1702C

[Train and Queries](#) · [Tutorial](#)

Quality: 25,123 global accepts · Rating: 1100 · first AC: 2022-09-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[waipoli's solution](#)

328.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,484 global accepts · Rating: 1100 · first AC: 2022-09-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[waipoli's solution](#)

329.

1726B

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

Quality: 16,849 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[waipoli's solution](#)

330.

1717B

[Madoka and Underground Competitions](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[waipoli's solution](#)

331.

1722D

[Line](#) · [Tutorial](#)

Quality: 26,554 global accepts · Rating: 1100 · first AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[waipoli's solution](#)

332.

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers

[waipoli's solution](#)

333.

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,887 global accepts · Rating: 1100 · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[waipoli's solution](#)

334.

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 1100 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[waipoli's solution](#)

335.

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,341 global accepts · Rating: 1100 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs

[waipoli's solution](#)

336.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

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

[waipoli's solution](#)

337.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[waipoli's solution](#)

338.

1624C

[Division by Two and Permutation](#) · [Tutorial](#)

Quality: 26,834 global accepts · Rating: 1100 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

[waipoli's solution](#)

339.

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,402 global accepts · Rating: 1100 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[waipoli's solution](#)

340.

59B

[Fortune Telling](#) · [Tutorial](#)

Quality: 7,952 global accepts · Rating: 1200 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, number theory

[waipoli's solution](#)

341.

2062C

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

Quality: 18,388 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[waipoli's solution](#)

342.

2053B

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

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy
[waipoli's solution](#)

343.

2048C

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

Quality: 15,144 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings
[waipoli's solution](#)

344.

2046A

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

Quality: 16,808 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[waipoli's solution](#)

345.

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
[waipoli's solution](#)

346.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[waipoli's solution](#)

347.

1679B

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

Quality: 27,431 global accepts · Rating: 1200 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation
[waipoli's solution](#)

348.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,834 global accepts · Rating: 1200 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy
[waipoli's solution](#)

349.

315B

[Sereja and Array](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1200 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[waipoli's solution](#)

350.

1076B

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

Quality: 14,589 global accepts · Rating: 1200 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory
[waipoli's solution](#)

351.

1979C

[Earning on Bets](#) · [Tutorial](#)

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

[waipoli's solution](#)

352.

1922B

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

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[waipoli's solution](#)

353.

1916C

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

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[waipoli's solution](#)

354.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,937 global accepts · Rating: 1200 · first AC: 2023-07-05 · last AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

[waipoli's solution](#)

355.

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,836 global accepts · Rating: 1200 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[waipoli's solution](#)

356.

1846C

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

Quality: 21,477 global accepts · Rating: 1200 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[waipoli's solution](#)

357.

1846D

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

Quality: 22,448 global accepts · Rating: 1200 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, math

[waipoli's solution](#)

358.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,016 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[waipoli's solution](#)

359.

1874A

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

Quality: 19,387 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation

[waipoli's solution](#)

360.

1799B

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

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[waipoli's solution](#)

361.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[waipoli's solution](#)

362.

1857C

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

Quality: 41,755 global accepts · Rating: 1200 · first AC: 2023-09-16 · Python 3 (first AC) · Tags: greedy, sortings
[waipoli's solution](#)

363.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,394 global accepts · Rating: 1200 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[waipoli's solution](#)

364.

1792B

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

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-08-27 · PyPy 3-64 (first AC) · Tags: greedy, math
[waipoli's solution](#)

365.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math
[waipoli's solution](#)

366.

1859C

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

Quality: 18,656 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math
[waipoli's solution](#)

367.

1068B

[LCM](#) · [Tutorial](#)

Quality: 13,029 global accepts · Rating: 1200 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[waipoli's solution](#)

368.

1582C

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

Quality: 23,652 global accepts · Rating: 1200 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers
[waipoli's solution](#)

369.

1642C

[Great Sequence](#) · [Tutorial](#)

Rating: 1200 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[waipoli's solution](#)

370.

1853B

[Fibonaccharris](#) · [Tutorial](#)

Quality: 19,728 global accepts · Rating: 1200 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math
[waipoli's solution](#)

371.

1848B

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

Quality: 24,407 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings
[waipoli's solution](#)

372.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, sortings
[waipoli's solution](#)

373.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,692 global accepts · Rating: 1200 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees
[waipoli's solution](#)

374.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings
[waipoli's solution](#)

375.

1834C

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

Quality: 15,041 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, strings
[waipoli's solution](#)

376.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings
[waipoli's solution](#)

377.

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,668 global accepts · Rating: 1200 · first AC: 2023-04-14 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
[waipoli's solution](#)

378.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2023-01-02 · C++17 (GCC 7-32) (first AC) · Tags: games
[waipoli's solution](#)

379.

1744D

[Divisibility by \$2^n\$](#) · [Tutorial](#)

Quality: 24,523 global accepts · Rating: 1200 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[waipoli's solution](#)

380.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,257 global accepts · Rating: 1200 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[waipoli's solution](#)

381.

1738B

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

Quality: 18,792 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[waipoli's solution](#)

382.

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,631 global accepts · Rating: 1200 · first AC: 2022-09-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[waipoli's solution](#)

383.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-09-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[waipoli's solution](#)

384.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,388 global accepts · Rating: 1200 · first AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[waipoli's solution](#)

385.

1713C

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

Quality: 18,873 global accepts · Rating: 1200 · first AC: 2022-09-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math

[waipoli's solution](#)

386.

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-09-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[waipoli's solution](#)

387.

1729D

[Friends and the Restaurant](#) · [Tutorial](#)

Quality: 30,751 global accepts · Rating: 1200 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[waipoli's solution](#)

388.

1657C

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

Quality: 17,683 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[waipoli's solution](#)

389.

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,513 global accepts · Rating: 1200 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, hashing, implementation, sortings

[waipoli's solution](#)

390.

1637C

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

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[waipoli's solution](#)

391.

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,662 global accepts · Rating: 1200 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[waipoli's solution](#)

392.

2187A

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

Quality: 15,868 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[waipoli's solution](#)

393.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,111 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[waipoli's solution](#)

394.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,690 global accepts · Rating: 1300 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation
[waipoli's solution](#)

395.

2127B

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

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

396.

2021C1

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

Quality: 14,122 global accepts · Rating: 1300 · first AC: 2024-12-26 · last AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[waipoli's solution](#)

397.

2023A

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

Quality: 16,569 global accepts · Rating: 1300 · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[waipoli's solution](#)

398.

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
[waipoli's solution](#)

399.

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
[waipoli's solution](#)

400.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math
[waipoli's solution](#)

401.

808B

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

Quality: 14,871 global accepts · Rating: 1300 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math
[waipoli's solution](#)

402.

1942C1

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

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

403.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,480 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[waipoli's solution](#)

404.

1900C

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

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

405.

1889A

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

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

406.

1881D

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

Quality: 28,429 global accepts · Rating: 1300 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[waipoli's solution](#)

407.

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,587 global accepts · Rating: 1300 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory
[waipoli's solution](#)

408.

1851D

[Prefix Permutation Sums](#) · [Tutorial](#)

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[waipoli's solution](#)

409.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,320 global accepts · Rating: 1300 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings, trees
[waipoli's solution](#)

410.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,841 global accepts · Rating: 1300 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math
[waipoli's solution](#)

411.

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,703 global accepts · Rating: 1300 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers
[waipoli's solution](#)

412.

1879C

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

Quality: 27,114 global accepts · Rating: 1300 · first AC: 2023-09-28 · Python 3 (first AC) · Tags: combinatorics, dp, greedy
[waipoli's solution](#)

413.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[waipoli's solution](#)

414.

1420C1

[Pokémon Army \(easy version\)](#) · [Tutorial](#)

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[waipoli's solution](#)

415.

1867C

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

Quality: 12,670 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[waipoli's solution](#)

416.

1868A

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

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

[waipoli's solution](#)

417.

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,014 global accepts · Rating: 1300 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings

[waipoli's solution](#)

418.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[waipoli's solution](#)

419.

1815A

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

Quality: 15,974 global accepts · Rating: 1300 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[waipoli's solution](#)

420.

1471C

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

Rating: 1300 · first AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[waipoli's solution](#)

421.

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[waipoli's solution](#)

422.

1844C

[Particles](#) · [Tutorial](#)

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

[waipoli's solution](#)

423.

1846E1

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

Quality: 25,207 global accepts · Rating: 1300 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[waipoli's solution](#)

424.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,877 global accepts · Rating: 1300 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force
[waipoli's solution](#)

425.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[waipoli's solution](#)

426.

1839C

[Insert Zero and Invert Prefix](#) · [Tutorial](#)

Quality: 13,443 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[waipoli's solution](#)

427.

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[waipoli's solution](#)

428.

1823C

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

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[waipoli's solution](#)

429.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,204 global accepts · Rating: 1300 · first AC: 2023-04-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, strings
[waipoli's solution](#)

430.

1820C

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

Rating: 1300 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[waipoli's solution](#)

431.

1775B

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

Quality: 20,736 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
[waipoli's solution](#)

432.

1754C1

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

Rating: 1300 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[waipoli's solution](#)

433.

1741D

[Masha and a Beautiful Tree](#) · [Tutorial](#)

Quality: 18,338 global accepts · Rating: 1300 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[waipoli's solution](#)

434.

1736C1

[Good Subarrays \(Easy Version\) · Tutorial](#)

Quality: 16,529 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, schedules, two pointers

[waipoli's solution](#)

435.

1737B

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

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

[waipoli's solution](#)

436.

1726C

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

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[waipoli's solution](#)

437.

1711B

[Party · Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[waipoli's solution](#)

438.

1733C

[Parity Shuffle Sorting · Tutorial](#)

Quality: 17,100 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[waipoli's solution](#)

439.

1647C

[Madoka and Childish Pranks · Tutorial](#)

Quality: 13,331 global accepts · Rating: 1300 · first AC: 2022-09-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[waipoli's solution](#)

440.

1668C

[Make it Increasing · Tutorial](#)

Rating: 1300 · first AC: 2022-09-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[waipoli's solution](#)

441.

1627B

[Not Sitting · Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-09-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[waipoli's solution](#)

442.

1617C

[Paprika and Permutation · Tutorial](#)

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[waipoli's solution](#)

443.

1717C

[Madoka and Formal Statement · Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[waipoli's solution](#)

444.

1560D

[Make a Power of Two · Tutorial](#)

Quality: 19,458 global accepts · Rating: 1300 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings

[waipoli's solution](#)

445.

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 1300 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[waipoli's solution](#)

446.

1650D

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

Quality: 14,702 global accepts · Rating: 1300 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[waipoli's solution](#)

447.

1615B

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

Quality: 17,916 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[waipoli's solution](#)

448.

1618D

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

Quality: 20,897 global accepts · Rating: 1300 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[waipoli's solution](#)

449.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[waipoli's solution](#)

450.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,703 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[waipoli's solution](#)

451.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[waipoli's solution](#)

452.

2114E

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

Quality: 14,008 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[waipoli's solution](#)

453.

2114D

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

Quality: 14,642 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[waipoli's solution](#)

454.

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[waipoli's solution](#)

455.

2066A

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

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive

[waipoli's solution](#)

456.

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[waipoli's solution](#)

457.

2034C

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

Quality: 9,139 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[waipoli's solution](#)

458.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,173 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, sortings, two pointers

[waipoli's solution](#)

459.

2035C

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

Quality: 11,530 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[waipoli's solution](#)

460.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[waipoli's solution](#)

461.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[waipoli's solution](#)

462.

888C

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

Quality: 8,981 global accepts · Rating: 1400 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, two pointers

[waipoli's solution](#)

463.

1967B1

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

Quality: 16,057 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[waipoli's solution](#)

464.

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[waipoli's solution](#)

465.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,707 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[waipoli's solution](#)

466.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · last AC: 2024-03-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[waipoli's solution](#)

467.

843A

[Sorting by Subsequences](#) · [Tutorial](#)

Quality: 5,959 global accepts · Rating: 1400 · first AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, implementation, math, sortings

[waipoli's solution](#)

468.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,454 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[waipoli's solution](#)

469.

1919C

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

Quality: 28,579 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[waipoli's solution](#)

470.

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,751 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings

[waipoli's solution](#)

471.

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, sortings

[waipoli's solution](#)

472.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,546 global accepts · Rating: 1400 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[waipoli's solution](#)

473.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[waipoli's solution](#)

474.

1901C

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

Quality: 14,238 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy,

math

[waipoli's solution](#)

475.

1893A

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

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[waipoli's solution](#)

476.

1888D1

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

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[waipoli's solution](#)

477.

1888C

[You Are So Beautiful](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[waipoli's solution](#)

478.

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,705 global accepts · Rating: 1400 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[waipoli's solution](#)

479.

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,664 global accepts · Rating: 1400 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[waipoli's solution](#)

480.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[waipoli's solution](#)

481.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[waipoli's solution](#)

482.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,965 global accepts · Rating: 1400 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[waipoli's solution](#)

483.

1354C1

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

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math, ternary search

[waipoli's solution](#)

484.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[waipoli's solution](#)

485.

1762C

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

Quality: 10,165 global accepts · Rating: 1400 · first AC: 2023-08-25 · last AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[waipoli's solution](#)

486.

1764C

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

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[waipoli's solution](#)

487.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[waipoli's solution](#)

488.

1644C

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

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[waipoli's solution](#)

489.

1860C

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

Quality: 15,563 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy

[waipoli's solution](#)

490.

1697C

[awoo's Favorite Problem](#) · [Tutorial](#)

Quality: 15,800 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[waipoli's solution](#)

491.

1068A

[Birthday](#) · [Tutorial](#)

Quality: 7,262 global accepts · Rating: 1400 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: math

[waipoli's solution](#)

492.

1629C

[Meximum Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers

[waipoli's solution](#)

493.

1559D1

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

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2023-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[waipoli's solution](#)

494.

1855C1

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

Rating: 1400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[waipoli's solution](#)

495.

485A

[Factory](#) · [Tutorial](#)

Quality: 8,769 global accepts · Rating: 1400 · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, matrices
[waipoli's solution](#)

496.

1847C

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

Quality: 14,761 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
[waipoli's solution](#)

497.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[waipoli's solution](#)

498.

108B

[Datatypes](#) · [Tutorial](#)

Quality: 2,735 global accepts · Rating: 1400 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings
[waipoli's solution](#)

499.

1824A

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

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[waipoli's solution](#)

500.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings
[waipoli's solution](#)

501.

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[waipoli's solution](#)

502.

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,308 global accepts · Rating: 1400 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[waipoli's solution](#)

503.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,267 global accepts · Rating: 1400 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory
[waipoli's solution](#)

504.

1838C

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

Quality: 17,320 global accepts · Rating: 1400 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[waipoli's solution](#)

505.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,970 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[waipoli's solution](#)

506.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,471 global accepts · Rating: 1400 · first AC: 2023-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[waipoli's solution](#)

507.

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1400 · first AC: 2023-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, geometry, math
[waipoli's solution](#)

508.

1758C

[Almost All Multiples](#) · [Tutorial](#)

Quality: 15,260 global accepts · Rating: 1400 · first AC: 2023-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory
[waipoli's solution](#)

509.

1748B

[Diverse Substrings](#) · [Tutorial](#)

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[waipoli's solution](#)

510.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,334 global accepts · Rating: 1400 · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings
[waipoli's solution](#)

511.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,732 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, games, greedy, implementation
[waipoli's solution](#)

512.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1400 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings
[waipoli's solution](#)

513.

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[waipoli's solution](#)

514.

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-09-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy, implementation
[waipoli's solution](#)

515.

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[waipoli's solution](#)

516.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,734 global accepts · Rating: 1400 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[waipoli's solution](#)

517.

1624D

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

Quality: 19,080 global accepts · Rating: 1400 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, strings

[waipoli's solution](#)

518.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,582 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[waipoli's solution](#)

519.

2057C

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

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[waipoli's solution](#)

520.

2053C

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

Quality: 12,333 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[waipoli's solution](#)

521.

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

[waipoli's solution](#)

522.

1999G1

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

Quality: 14,527 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[waipoli's solution](#)

523.

1732D1

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

Quality: 9,901 global accepts · Rating: 1500 · first AC: 2022-10-24 · last AC: 2024-03-25 · Python 3 (first AC) · Tags: brute force, data structures, implementation, number theory

[waipoli's solution](#)

524.

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[waipoli's solution](#)

525.

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,612 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[waipoli's solution](#)

526.

1891C

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

Quality: 20,353 global accepts · Rating: 1500 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[waipoli's solution](#)

527.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,842 global accepts · Rating: 1500 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[waipoli's solution](#)

528.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,689 global accepts · Rating: 1500 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dp

[waipoli's solution](#)

529.

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[waipoli's solution](#)

530.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1500 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[waipoli's solution](#)

531.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[waipoli's solution](#)

532.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,842 global accepts · Rating: 1500 · first AC: 2023-09-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[waipoli's solution](#)

533.

1419D2

[Sage's Birthday \(hard version\)](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[waipoli's solution](#)

534.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,758 global accepts · Rating: 1500 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[waipoli's solution](#)

535.

1651C

[Fault-tolerant Network](#) · [Tutorial](#)

Quality: 11,583 global accepts · Rating: 1500 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[waipoli's solution](#)

536.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[waipoli's solution](#)

537.

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,669 global accepts · Rating: 1500 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[waipoli's solution](#)

538.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,295 global accepts · Rating: 1500 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: hashing, string suffix structures, strings

[waipoli's solution](#)

539.

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,516 global accepts · Rating: 1500 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[waipoli's solution](#)

540.

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2023-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[waipoli's solution](#)

541.

1851E

[Nastya and Potions](#) · [Tutorial](#)

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[waipoli's solution](#)

542.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings, two pointers

[waipoli's solution](#)

543.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,836 global accepts · Rating: 1500 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[waipoli's solution](#)

544.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,657 global accepts · Rating: 1500 · first AC: 2023-07-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[waipoli's solution](#)

545.

864D

[Make a Permutation!](#) · [Tutorial](#)

Quality: 6,371 global accepts · Rating: 1500 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[waipoli's solution](#)

546.

1817A

[Almost Increasing Subsequence](#) · [Tutorial](#)

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[waipoli's solution](#)

547.

1842C

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

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[waipoli's solution](#)

548.

868C

[Qualification Rounds](#) · [Tutorial](#)

Quality: 5,026 global accepts · Rating: 1500 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[waipoli's solution](#)

549.

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,518 global accepts · Rating: 1500 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, sortings

[waipoli's solution](#)

550.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[waipoli's solution](#)

551.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2023-05-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices

[waipoli's solution](#)

552.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,174 global accepts · Rating: 1500 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[waipoli's solution](#)

553.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory

[waipoli's solution](#)

554.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[waipoli's solution](#)

555.

1611D

[Weights Assignment For Tree Edges](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[waipoli's solution](#)

556.

1754C2

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

Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[waipoli's solution](#)

557.

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-10-17 · Python 3 (first AC) · Tags: constructive algorithms, greedy, math

[waipoli's solution](#)

558.

1744E1

[Divisible Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 12,651 global accepts · Rating: 1500 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[waipoli's solution](#)

559.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, implementation, math

[waipoli's solution](#)

560.

1690E

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

Quality: 16,988 global accepts · Rating: 1500 · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[waipoli's solution](#)

561.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-10-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[waipoli's solution](#)

562.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,774 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math

[waipoli's solution](#)

563.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,179 global accepts · Rating: 1500 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[waipoli's solution](#)

564.

2207C

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

Quality: 5,445 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math

[waipoli's solution](#)

565.

2207B

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

Quality: 5,808 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[waipoli's solution](#)

566.

2157D

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

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[waipoli's solution](#)

567.

2048D

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

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

[waipoli's solution](#)

568.

2046B

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

Quality: 10,868 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[waipoli's solution](#)

569.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

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

[waipoli's solution](#)

570.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,617 global accepts · Rating: 1600 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[waipoli's solution](#)

571.

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

[waipoli's solution](#)

572.

1109A

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[waipoli's solution](#)

573.

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,991 global accepts · Rating: 1600 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[waipoli's solution](#)

574.

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,621 global accepts · Rating: 1600 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[waipoli's solution](#)

575.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,785 global accepts · Rating: 1600 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, math, number theory

[waipoli's solution](#)

576.

1798D

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

Quality: 14,077 global accepts · Rating: 1600 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[waipoli's solution](#)

577.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math

[waipoli's solution](#)

578.

1886C

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

Quality: 16,603 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[waipoli's solution](#)

579.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,451 global accepts · Rating: 1600 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[waipoli's solution](#)

580.

1671D

[Insert a Progression](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[waipoli's solution](#)

581.

1660E

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

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[waipoli's solution](#)

582.

1486C1

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

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[waipoli's solution](#)

583.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,314 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[waipoli's solution](#)

584.

1555D

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

Quality: 15,469 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[waipoli's solution](#)

585.

1484C

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, flows, greedy, implementation

[waipoli's solution](#)

586.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1600 · first AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[waipoli's solution](#)

587.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,294 global accepts · Rating: 1600 · first AC: 2023-08-20 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[waipoli's solution](#)

588.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2023-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[waipoli's solution](#)

589.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,698 global accepts · Rating: 1600 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[waipoli's solution](#)

590.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,174 global accepts · Rating: 1600 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[waipoli's solution](#)

591.

1099D

[Sum in the tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees

[waipoli's solution](#)

592.

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,908 global accepts · Rating: 1600 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, math

[waipoli's solution](#)

593.

1771C

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

Quality: 11,596 global accepts · Rating: 1600 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[waipoli's solution](#)

594.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[waipoli's solution](#)

595.

1337C

[Linova and Kingdom](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-08-07 · last AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[waipoli's solution](#)

596.

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[waipoli's solution](#)

597.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,330 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp
[waipoli's solution](#)

598.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[waipoli's solution](#)

599.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,073 global accepts · Rating: 1600 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math
[waipoli's solution](#)

600.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1600 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: math
[waipoli's solution](#)

601.

1708C

[Doremy's IQ](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy
[waipoli's solution](#)

602.

1604D

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

Rating: 1600 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[waipoli's solution](#)

603.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2023-07-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive
[waipoli's solution](#)

604.

1849C

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

Quality: 12,531 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, hashing, strings
[waipoli's solution](#)

605.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,263 global accepts · Rating: 1600 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[waipoli's solution](#)

606.

994C

[Two Squares](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[waipoli's solution](#)

607.

1514C

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

Quality: 18,289 global accepts · Rating: 1600 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[waipoli's solution](#)

608.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,547 global accepts · Rating: 1600 · first AC: 2023-07-05 · last AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[waipoli's solution](#)

609.

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1600 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, two pointers

[waipoli's solution](#)

610.

617C

[Watering Flowers](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 1600 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[waipoli's solution](#)

611.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, trees

[waipoli's solution](#)

612.

1843E

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

Quality: 17,806 global accepts · Rating: 1600 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[waipoli's solution](#)

613.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,125 global accepts · Rating: 1600 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, strings

[waipoli's solution](#)

614.

150B

[Quantity of Strings](#) · [Tutorial](#)

Quality: 5,316 global accepts · Rating: 1600 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[waipoli's solution](#)

615.

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,410 global accepts · Rating: 1600 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[waipoli's solution](#)

616.

691B

[s-palindrome](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1600 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[waipoli's solution](#)

617.

364A

[Matrix](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1600 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation
[waipoli's solution](#)

618.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2023-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings, two pointers
[waipoli's solution](#)

619.

1840E

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

Quality: 9,308 global accepts · Rating: 1600 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, implementation
[waipoli's solution](#)

620.

1795D

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

Quality: 13,070 global accepts · Rating: 1600 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[waipoli's solution](#)

621.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,127 global accepts · Rating: 1600 · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, math
[waipoli's solution](#)

622.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,777 global accepts · Rating: 1600 · first AC: 2023-04-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, trees
[waipoli's solution](#)

623.

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math
[waipoli's solution](#)

624.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,008 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[waipoli's solution](#)

625.

1754D

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

Rating: 1600 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: math
[waipoli's solution](#)

626.

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,796 global accepts · Rating: 1600 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

[waipoli's solution](#)

627.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,261 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[waipoli's solution](#)

628.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,845 global accepts · Rating: 1600 · first AC: 2022-09-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[waipoli's solution](#)

629.

1722E

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

Quality: 13,367 global accepts · Rating: 1600 · first AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, implementation

[waipoli's solution](#)

630.

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, two pointers

[waipoli's solution](#)

631.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,606 global accepts · Rating: 1600 · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[waipoli's solution](#)

632.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1700 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[waipoli's solution](#)

633.

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[waipoli's solution](#)

634.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, shortest paths

[waipoli's solution](#)

635.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[waipoli's solution](#)

636.

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

[waipoli's solution](#)

637.

1999G2

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

Quality: 11,029 global accepts · Rating: 1700 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

[waipoli's solution](#)

638.

1969C

[Minimizing the Sum](#) · [Tutorial](#)

Quality: 11,496 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[waipoli's solution](#)

639.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[waipoli's solution](#)

640.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,308 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[waipoli's solution](#)

641.

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[waipoli's solution](#)

642.

1930C

[Lexicographically Largest](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[waipoli's solution](#)

643.

1528B

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

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[waipoli's solution](#)

644.

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,183 global accepts · Rating: 1700 · first AC: 2024-01-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[waipoli's solution](#)

645.

1583C

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

Quality: 7,440 global accepts · Rating: 1700 · first AC: 2024-01-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[waipoli's solution](#)

646.

1916D

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

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

[waipoli's solution](#)

647.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,006 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[waipoli's solution](#)

648.

1293D

[Aroma's Search](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[waipoli's solution](#)

649.

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,593 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math

[waipoli's solution](#)

650.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1700 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[waipoli's solution](#)

651.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,461 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[waipoli's solution](#)

652.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[waipoli's solution](#)

653.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[waipoli's solution](#)

654.

1881F

[Minimum Maximum Distance](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[waipoli's solution](#)

655.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2023-10-09 · last AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy, implementation

[waipoli's solution](#)

656.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[waipoli's solution](#)

657.

1799C

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

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[waipoli's solution](#)

658.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,491 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[waipoli's solution](#)

659.

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[waipoli's solution](#)

660.

1868B1

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

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[waipoli's solution](#)

661.

1660F1

[Promising String \(easy version\)](#) · [Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[waipoli's solution](#)

662.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[waipoli's solution](#)

663.

1760G

[SlavicG's Favorite Problem](#) · [Tutorial](#)

Quality: 10,315 global accepts · Rating: 1700 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[waipoli's solution](#)

664.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[waipoli's solution](#)

665.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy,

sortings

[waipoli's solution](#)

666.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[waipoli's solution](#)

667.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,539 global accepts · Rating: 1700 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[waipoli's solution](#)

668.

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,040 global accepts · Rating: 1700 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[waipoli's solution](#)

669.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[waipoli's solution](#)

670.

1068C

[Colored Rooks](#) · [Tutorial](#)

Quality: 3,349 global accepts · Rating: 1700 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs

[waipoli's solution](#)

671.

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,133 global accepts · Rating: 1700 · first AC: 2023-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[waipoli's solution](#)

672.

1337D

[Xenia and Colorful Gems](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, sortings

[waipoli's solution](#)

673.

1629D

[Peculiar Movie Preferences](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[waipoli's solution](#)

674.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[waipoli's solution](#)

675.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,318 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[waipoli's solution](#)

676.

1248C

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 1700 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[waipoli's solution](#)

677.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2023-07-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[waipoli's solution](#)

678.

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[waipoli's solution](#)

679.

439D

[Devu and his Brother](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 1700 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings, ternary search, two pointers

[waipoli's solution](#)

680.

439C

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

Quality: 4,170 global accepts · Rating: 1700 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, number theory

[waipoli's solution](#)

681.

321A

[Ciel and Robot](#) · [Tutorial](#)

Quality: 3,901 global accepts · Rating: 1700 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math

[waipoli's solution](#)

682.

1709D

[Rororobot](#) · [Tutorial](#)

Quality: 10,210 global accepts · Rating: 1700 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math

[waipoli's solution](#)

683.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[waipoli's solution](#)

684.

758C

[Unfair Poll](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1700 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, implementation, math

[waipoli's solution](#)

685.

1810D

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

Quality: 8,541 global accepts · Rating: 1700 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[waipoli's solution](#)

686.

1836C

[k-th equality](#) · [Tutorial](#)

Quality: 1700 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[waipoli's solution](#)

687.

1561D1

[Up the Strip \(simplified version\)](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, math, number theory

[waipoli's solution](#)

688.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[waipoli's solution](#)

689.

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[waipoli's solution](#)

690.

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,477 global accepts · Rating: 1700 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[waipoli's solution](#)

691.

1594D

[The Number of Imposters](#) · [Tutorial](#)

Quality: 9,396 global accepts · Rating: 1700 · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[waipoli's solution](#)

692.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,054 global accepts · Rating: 1700 · first AC: 2023-05-07 · last AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[waipoli's solution](#)

693.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,799 global accepts · Rating: 1700 · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[waipoli's solution](#)

694.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,901 global accepts · Rating: 1700 · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, two pointers

[waipoli's solution](#)

695.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,949 global accepts · Rating: 1700 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[waipoli's solution](#)

696.

106C

[Buns](#) · [Tutorial](#)

Quality: 7,060 global accepts · Rating: 1700 · first AC: 2023-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dp

[waipoli's solution](#)

697.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,564 global accepts · Rating: 1700 · first AC: 2023-04-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[waipoli's solution](#)

698.

1783C

[Yet Another Tournament](#) · [Tutorial](#)

Quality: 10,882 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[waipoli's solution](#)

699.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, number theory, strings

[waipoli's solution](#)

700.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[waipoli's solution](#)

701.

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-09-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[waipoli's solution](#)

702.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,375 global accepts · Rating: 1700 · first AC: 2022-09-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[waipoli's solution](#)

703.

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-09-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[waipoli's solution](#)

704.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[waipoli's solution](#)

705.

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,014 global accepts · Rating: 1700 · first AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, implementation

[waipoli's solution](#)

706.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[waipoli's solution](#)

707.

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,594 global accepts · Rating: 1800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive
[waipoli's solution](#)

708.

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,287 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[waipoli's solution](#)

709.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,964 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers
[waipoli's solution](#)

710.

2127D

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

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

711.

2043D

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

Quality: 7,679 global accepts · Rating: 1800 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, flows, math, number theory
[waipoli's solution](#)

712.

420B

[Online Meeting](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 1800 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[waipoli's solution](#)

713.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers
[waipoli's solution](#)

714.

2035D

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

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math
[waipoli's solution](#)

715.

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

[waipoli's solution](#)

716.

1781D

[Many Perfect Squares](#) · [Tutorial](#)

Quality: 6,305 global accepts · Rating: 1800 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[waipoli's solution](#)

717.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,680 global accepts · Rating: 1800 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[waipoli's solution](#)

718.

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

[waipoli's solution](#)

719.

1509C

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

Quality: 15,307 global accepts · Rating: 1800 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[waipoli's solution](#)

720.

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,436 global accepts · Rating: 1800 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, two pointers

[waipoli's solution](#)

721.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[waipoli's solution](#)

722.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[waipoli's solution](#)

723.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[waipoli's solution](#)

724.

1382D

[Unmerge](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: dp

[waipoli's solution](#)

725.

1930D1

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

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, strings

[waipoli's solution](#)

726.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,717 global accepts · Rating: 1800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[waipoli's solution](#)

727.

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: *special, data structures, dsu, implementation, math, sortings

[waipoli's solution](#)

728.

1904D2

[Set To Max \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 1800 · first AC: 2023-12-09 · last AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[waipoli's solution](#)

729.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,274 global accepts · Rating: 1800 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, math

[waipoli's solution](#)

730.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[waipoli's solution](#)

731.

888E

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

Quality: 9,201 global accepts · Rating: 1800 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[waipoli's solution](#)

732.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[waipoli's solution](#)

733.

1846F

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

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[waipoli's solution](#)

734.

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[waipoli's solution](#)

735.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[waipoli's solution](#)

736.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[waipoli's solution](#)

737.

1719D1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-09-17 · last AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy
[waipoli's solution](#)

738.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, sortings
[waipoli's solution](#)

739.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation
[waipoli's solution](#)

740.

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,422 global accepts · Rating: 1800 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, strings, trees
[waipoli's solution](#)

741.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers
[waipoli's solution](#)

742.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
[waipoli's solution](#)

743.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2023-09-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, trees
[waipoli's solution](#)

744.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[waipoli's solution](#)

745.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2023-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[waipoli's solution](#)

746.

1290B

[Irreducible Anagrams](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2023-08-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[waipoli's solution](#)

747.

1287D

[Numbers on Tree](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, trees

[waipoli's solution](#)

748.

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2023-08-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[waipoli's solution](#)

749.

1859D

[Andrey and Escape from Copygrad](#) · [Tutorial](#)

Quality: 7,996 global accepts · Rating: 1800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[waipoli's solution](#)

750.

1732C1

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

Quality: 7,574 global accepts · Rating: 1800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[waipoli's solution](#)

751.

1068E

[Multihedgehog](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths, trees

[waipoli's solution](#)

752.

448D

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

Quality: 16,667 global accepts · Rating: 1800 · first AC: 2023-08-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force

[waipoli's solution](#)

753.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,756 global accepts · Rating: 1800 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[waipoli's solution](#)

754.

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2023-08-06 · last AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

[waipoli's solution](#)

755.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-05 · last AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[waipoli's solution](#)

756.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,134 global accepts · Rating: 1800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[waipoli's solution](#)

757.

1768D

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

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-08-04 · last AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[waipoli's solution](#)

758.

1853D

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

Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[waipoli's solution](#)

759.

1853C

[Ntarsis' Set](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, implementation, math

[waipoli's solution](#)

760.

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1800 · first AC: 2023-07-23 · last AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[waipoli's solution](#)

761.

1548B

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

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[waipoli's solution](#)

762.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[waipoli's solution](#)

763.

487A

[Fight the Monster](#) · [Tutorial](#)

Quality: 3,952 global accepts · Rating: 1800 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation

[waipoli's solution](#)

764.

1802D

[Buying gifts](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[waipoli's solution](#)

765.

1180D

[Tolik and His Uncle](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[waipoli's solution](#)

766.

1846E2

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

Quality: 8,508 global accepts · Rating: 1800 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math

[waipoli's solution](#)

767.

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,905 global accepts · Rating: 1800 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy

[waipoli's solution](#)

768.

623A

[Graph and String](#) · [Tutorial](#)

Quality: 4,789 global accepts · Rating: 1800 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs

[waipoli's solution](#)

769.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,012 global accepts · Rating: 1800 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[waipoli's solution](#)

770.

869C

[The Intriguing Obsession](#) · [Tutorial](#)

Quality: 5,203 global accepts · Rating: 1800 · first AC: 2023-06-26 · last AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[waipoli's solution](#)

771.

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-06-28 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[waipoli's solution](#)

772.

274B

[Zero Tree](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1800 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[waipoli's solution](#)

773.

813B

[The Golden Age](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1800 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[waipoli's solution](#)

774.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[waipoli's solution](#)

775.

1833G

[Ksyusha and Chinchilla](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 1800 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees

[waipoli's solution](#)

776.

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[waipoli's solution](#)

777.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, strings

[waipoli's solution](#)

778.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,083 global accepts · Rating: 1800 · first AC: 2023-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[waipoli's solution](#)

779.

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,209 global accepts · Rating: 1800 · first AC: 2023-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp

[waipoli's solution](#)

780.

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[waipoli's solution](#)

781.

220B

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

Quality: 12,884 global accepts · Rating: 1800 · first AC: 2023-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[waipoli's solution](#)

782.

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,002 global accepts · Rating: 1800 · first AC: 2023-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[waipoli's solution](#)

783.

1758D

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

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[waipoli's solution](#)

784.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[waipoli's solution](#)

785.

478C

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

Quality: 20,592 global accepts · Rating: 1800 · first AC: 2022-10-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[waipoli's solution](#)

786.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[waipoli's solution](#)

787.

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1800 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: interactive, probabilities

[waipoli's solution](#)

788.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[waipoli's solution](#)

789.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings

[waipoli's solution](#)

790.

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[waipoli's solution](#)

791.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[waipoli's solution](#)

792.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[waipoli's solution](#)

793.

2053E

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

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[waipoli's solution](#)

794.

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[waipoli's solution](#)

795.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1900 · first AC: 2024-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[waipoli's solution](#)

796.

1784B

[Letter Exchange](#) · [Tutorial](#)

Quality: 3,668 global accepts · Rating: 1900 · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
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797.

2014H

[Robin Hood Archery](#) · [Tutorial](#)

Quality: 5,687 global accepts · Rating: 1900 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, greedy, hashing
[waipoli's solution](#)

798.

1928D

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Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, math, ternary search
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799.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, sortings
[waipoli's solution](#)

800.

1918D

[Blocking Elements](#) · [Tutorial](#)

Quality: 6,194 global accepts · Rating: 1900 · first AC: 2024-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers
[waipoli's solution](#)

801.

1041E

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

Quality: 3,854 global accepts · Rating: 1900 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy
[waipoli's solution](#)

802.

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,382 global accepts · Rating: 1900 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees
[waipoli's solution](#)

803.

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,378 global accepts · Rating: 1900 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp
[waipoli's solution](#)

804.

2036F

[XORificator 3000](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1900 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, number theory, two pointers
[waipoli's solution](#)

805.

2038G

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

Quality: 2,956 global accepts · Rating: 1900 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive
[waipoli's solution](#)

806.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[waipoli's solution](#)

807.

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[waipoli's solution](#)

808.

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[waipoli's solution](#)

809.

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

[waipoli's solution](#)

810.

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

[waipoli's solution](#)

811.

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

[waipoli's solution](#)

812.

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

[waipoli's solution](#)

813.

1899G

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

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[waipoli's solution](#)

814.

552D

[Vanya and Triangles](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 1900 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings

[waipoli's solution](#)

815.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1900 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp,

greedy, math, number theory, sortings

[waipoli's solution](#)

816.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[waipoli's solution](#)

817.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[waipoli's solution](#)

818.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[waipoli's solution](#)

819.

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,611 global accepts · Rating: 1900 · first AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[waipoli's solution](#)

820.

37C

[Old Berland Language](#) · [Tutorial](#)

Quality: 2,154 global accepts · Rating: 1900 · first AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, trees

[waipoli's solution](#)

821.

835D

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

Quality: 4,660 global accepts · Rating: 1900 · first AC: 2024-02-26 · last AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, strings

[waipoli's solution](#)

822.

1799D1

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

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: dp

[waipoli's solution](#)

823.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,844 global accepts · Rating: 1900 · first AC: 2024-01-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[waipoli's solution](#)

824.

965D

[Single-use Stones](#) · [Tutorial](#)

Quality: 3,345 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, greedy, two pointers

[waipoli's solution](#)

825.

1921F

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Quality: 5,011 global accepts · Rating: 1900 · first AC: 2024-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[waipoli's solution](#)

826.

1914F

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

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[waipoli's solution](#)

827.

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[waipoli's solution](#)

828.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-05 · last AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation

[waipoli's solution](#)

829.

1902E

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

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees

[waipoli's solution](#)

830.

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[waipoli's solution](#)

831.

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,728 global accepts · Rating: 1900 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[waipoli's solution](#)

832.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,632 global accepts · Rating: 1900 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[waipoli's solution](#)

833.

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,557 global accepts · Rating: 1900 · first AC: 2023-10-30 · last AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[waipoli's solution](#)

834.

729E

[Subordinates](#) · [Tutorial](#)

Quality: 2,394 global accepts · Rating: 1900 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, sortings

[waipoli's solution](#)

835.

1888E

[Time Travel](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graphs, implementation, shortest paths

[waipoli's solution](#)

836.

1888D2

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

Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[waipoli's solution](#)

837.

1569D

[Inconvenient Pairs](#) · [Tutorial](#)

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[waipoli's solution](#)

838.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,066 global accepts · Rating: 1900 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[waipoli's solution](#)

839.

1649E

[Tyler and Strings](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math

[waipoli's solution](#)

840.

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1900 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[waipoli's solution](#)

841.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[waipoli's solution](#)

842.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · last AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[waipoli's solution](#)

843.

1719D2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, math

[waipoli's solution](#)

844.

1479B1

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2023-09-05 · last AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[waipoli's solution](#)

845.

1486C2

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

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive
[waipoli's solution](#)

846.

1794D

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

Quality: 4,485 global accepts · Rating: 1900 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory
[waipoli's solution](#)

847.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, math
[waipoli's solution](#)

848.

1620E

[Replace the Numbers](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation
[waipoli's solution](#)

849.

1546D

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

Rating: 1900 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[waipoli's solution](#)

850.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
[waipoli's solution](#)

851.

1029D

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Quality: 4,235 global accepts · Rating: 1900 · first AC: 2023-08-22 · last AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[waipoli's solution](#)

852.

1651D

[Nearest Excluded Points](#) · [Tutorial](#)

Quality: 6,504 global accepts · Rating: 1900 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths
[waipoli's solution](#)

853.

1661D

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

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[waipoli's solution](#)

854.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,995 global accepts · Rating: 1900 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive
[waipoli's solution](#)

855.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[waipoli's solution](#)

856.

1471D

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

Rating: 1900 · first AC: 2023-08-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[waipoli's solution](#)

857.

1068D

[Array Without Local Maximums](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: dp

[waipoli's solution](#)

858.

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[waipoli's solution](#)

859.

1708D

[Difference Array](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings

[waipoli's solution](#)

860.

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[waipoli's solution](#)

861.

1855C2

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

Rating: 1900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[waipoli's solution](#)

862.

19B

[Checkout Assistant](#) · [Tutorial](#)

Quality: 5,823 global accepts · Rating: 1900 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: dp

[waipoli's solution](#)

863.

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,233 global accepts · Rating: 1900 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[waipoli's solution](#)

864.

1000D

[Yet Another Problem On a Subsequence](#) · [Tutorial](#)

Quality: 5,044 global accepts · Rating: 1900 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[waipoli's solution](#)

865.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,086 global accepts · Rating: 1900 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy
[waipoli's solution](#)

866.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 1900 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[waipoli's solution](#)

867.

1823D

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

Quality: 4,312 global accepts · Rating: 1900 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, strings

[waipoli's solution](#)

868.

599D

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

Quality: 2,729 global accepts · Rating: 1900 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[waipoli's solution](#)

869.

994D

[Open Communication](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks

[waipoli's solution](#)

870.

1141F1

[Same Sum Blocks \(Easy\)](#) · [Tutorial](#)

Quality: 4,155 global accepts · Rating: 1900 · first AC: 2023-07-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[waipoli's solution](#)

871.

1141F2

[Same Sum Blocks \(Hard\)](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 1900 · first AC: 2023-07-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[waipoli's solution](#)

872.

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1900 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[waipoli's solution](#)

873.

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[waipoli's solution](#)

874.

660D

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

Quality: 4,739 global accepts · Rating: 1900 · first AC: 2023-07-03 · last AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[waipoli's solution](#)

875.

894C

[Marco and GCD Sequence](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1900 · first AC: 2023-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[waipoli's solution](#)

876.

25D

[Roads not only in Berland](#) · [Tutorial](#)

Quality: 15,577 global accepts · Rating: 1900 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, trees
[waipoli's solution](#)

877.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[waipoli's solution](#)

878.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings
[waipoli's solution](#)

879.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,332 global accepts · Rating: 1900 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings
[waipoli's solution](#)

880.

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
[waipoli's solution](#)

881.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2023-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, implementation, math
[waipoli's solution](#)

882.

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,384 global accepts · Rating: 1900 · first AC: 2023-06-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, number theory
[waipoli's solution](#)

883.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math
[waipoli's solution](#)

884.

1759G

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

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math
[waipoli's solution](#)

885.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,859 global accepts · Rating: 1900 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, two pointers
[waipoli's solution](#)

886.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,537 global accepts · Rating: 1900 · first AC: 2023-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[waipoli's solution](#)

887.

1820D

[The Butcher](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, sortings, two pointers

[waipoli's solution](#)

888.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,332 global accepts · Rating: 1900 · first AC: 2023-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[waipoli's solution](#)

889.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[waipoli's solution](#)

890.

1744E2

[Divisible Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1900 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[waipoli's solution](#)

891.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2022-10-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[waipoli's solution](#)

892.

1729F

[Kirei and the Linear Function](#) · [Tutorial](#)

Quality: 4,553 global accepts · Rating: 1900 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math

[waipoli's solution](#)

893.

2196C2

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

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[waipoli's solution](#)

894.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,521 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[waipoli's solution](#)

895.

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,505 global accepts · Rating: 2000 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[waipoli's solution](#)

896.

2062E1

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

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

[waipoli's solution](#)

897.

2061E

[Kevin and And · Tutorial](#)

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

[waipoli's solution](#)

898.

2057D

[Gifts Order · Tutorial](#)

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

[waipoli's solution](#)

899.

43D

[Journey · Tutorial](#)

Quality: 1,229 global accepts · Rating: 2000 · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation

[waipoli's solution](#)

900.

2048E

[Kevin and Bipartite Graph · Tutorial](#)

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

[waipoli's solution](#)

901.

2037G

[Natlan Exploring · Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[waipoli's solution](#)

902.

1696E

[Placing Jinas · Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[waipoli's solution](#)

903.

2020E

[Expected Power · Tutorial](#)

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2024-09-29 · last AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[waipoli's solution](#)

904.

1984D

["a" String Problem · Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[waipoli's solution](#)

905.

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

[waipoli's solution](#)

906.

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

[waipoli's solution](#)

907.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[waipoli's solution](#)

908.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[waipoli's solution](#)

909.

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[waipoli's solution](#)

910.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[waipoli's solution](#)

911.

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[waipoli's solution](#)

912.

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[waipoli's solution](#)

913.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[waipoli's solution](#)

914.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,142 global accepts · Rating: 2000 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[waipoli's solution](#)

915.

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 2000 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, trees
[waipoli's solution](#)

916.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2024-01-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
[waipoli's solution](#)

917.

803F

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

Quality: 4,638 global accepts · Rating: 2000 · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, number theory
[waipoli's solution](#)

918.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers
[waipoli's solution](#)

919.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,355 global accepts · Rating: 2000 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory
[waipoli's solution](#)

920.

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
[waipoli's solution](#)

921.

1754E

[Wish I Knew How to Sort](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities
[waipoli's solution](#)

922.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 2000 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees
[waipoli's solution](#)

923.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
[waipoli's solution](#)

924.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[waipoli's solution](#)

925.

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,061 global accepts · Rating: 2000 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[waipoli's solution](#)

926.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-07-23 · last AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[waipoli's solution](#)

927.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,511 global accepts · Rating: 2000 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math

[waipoli's solution](#)

928.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, dp

[waipoli's solution](#)

929.

1199E

[Matching vs Independent Set](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[waipoli's solution](#)

930.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[waipoli's solution](#)

931.

1867E1

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

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

[waipoli's solution](#)

932.

1872G

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

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2023-09-08 · last AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[waipoli's solution](#)

933.

842D

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

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[waipoli's solution](#)

934.

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, geometry, math

[waipoli's solution](#)

935.

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,817 global accepts · Rating: 2000 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[waipoli's solution](#)

936.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[waipoli's solution](#)

937.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[waipoli's solution](#)

938.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers

[waipoli's solution](#)

939.

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,455 global accepts · Rating: 2000 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings

[waipoli's solution](#)

940.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[waipoli's solution](#)

941.

1244E

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

Quality: 6,401 global accepts · Rating: 2000 · first AC: 2023-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[waipoli's solution](#)

942.

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,295 global accepts · Rating: 2000 · first AC: 2023-08-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[waipoli's solution](#)

943.

1458B

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

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2023-08-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[waipoli's solution](#)

944.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[waipoli's solution](#)

945.

1269D

[Domino for Young](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[waipoli's solution](#)

946.

1288E

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

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[waipoli's solution](#)

947.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,487 global accepts · Rating: 2000 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees
[waipoli's solution](#)

948.

1582E

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

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math
[waipoli's solution](#)

949.

1642D

[Repetitions Decoding](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings
[waipoli's solution](#)

950.

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,044 global accepts · Rating: 2000 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers
[waipoli's solution](#)

951.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees
[waipoli's solution](#)

952.

509E

[Pretty Song](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2000 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: math, strings
[waipoli's solution](#)

953.

514D

[R2D2 and Droid Army](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 2000 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers
[waipoli's solution](#)

954.

1248D1

[The World Is Just a Programming Task \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
[waipoli's solution](#)

955.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2023-07-27 · last AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math
[waipoli's solution](#)

956.

1209E1

[Rotate Columns \(easy version\) · Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[waipoli's solution](#)

957.

66E

[Petya and Post · Tutorial](#)

Quality: 926 global accepts · Rating: 2000 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[waipoli's solution](#)

958.

1209G1

[Into Blocks \(easy version\) · Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[waipoli's solution](#)

959.

557D

[Vitaly and Cycle · Tutorial](#)

Quality: 2,380 global accepts · Rating: 2000 · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[waipoli's solution](#)

960.

1359E

[Modular Stability · Tutorial](#)

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[waipoli's solution](#)

961.

1359D

[Yet Another Yet Another Task · Tutorial](#)

Quality: 10,731 global accepts · Rating: 2000 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, two pointers

[waipoli's solution](#)

962.

1716D

[Chip Move · Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[waipoli's solution](#)

963.

1438C

[Engineer Artem · Tutorial](#)

Quality: 11,628 global accepts · Rating: 2000 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[waipoli's solution](#)

964.

545E

[Paths and Trees · Tutorial](#)

Quality: 5,554 global accepts · Rating: 2000 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[waipoli's solution](#)

965.

1804D

[Accommodation · Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[waipoli's solution](#)

966.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 2000 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[waipoli's solution](#)

967.

843B

[Interactive LowerBound](#) · [Tutorial](#)

Quality: 2,582 global accepts · Rating: 2000 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, interactive, probabilities

[waipoli's solution](#)

968.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[waipoli's solution](#)

969.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[waipoli's solution](#)

970.

171C

[A Piece of Cake](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2000 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation

[waipoli's solution](#)

971.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 2000 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[waipoli's solution](#)

972.

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,734 global accepts · Rating: 2000 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[waipoli's solution](#)

973.

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[waipoli's solution](#)

974.

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, number theory

[waipoli's solution](#)

975.

1831D

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math

[waipoli's solution](#)

976.

1841D

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

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2023-06-12 · last AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[waipoli's solution](#)

977.

1558C

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

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[waipoli's solution](#)

978.

78C

[Beaver Game](#) · [Tutorial](#)

Quality: 2,175 global accepts · Rating: 2000 · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, number theory

[waipoli's solution](#)

979.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,523 global accepts · Rating: 2000 · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[waipoli's solution](#)

980.

380C

[Sereja and Brackets](#) · [Tutorial](#)

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, schedules

[waipoli's solution](#)

981.

82D

[Two out of Three](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2023-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dp

[waipoli's solution](#)

982.

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2207E1

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2150C

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2127E

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1004.

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shortest paths

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1006.

2005E1

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2004E

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1008.

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1605D

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734E

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321C

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1015.

1934D1

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1924B

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519E

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894E

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1900E

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1029.

1547G

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1732C2

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1886D

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1420C2

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1538E

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1684E

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1372D

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1516D

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1811G1

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1053.

1811F

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1056.

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1057.

1354E

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1801D

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1059.

1808D

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1060.

1152D

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1061.

1271D

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1062.

1271E

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1063.

1493D

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1650G

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1668D

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1499D

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Quality: 4,334 global accepts · Rating: 2100 · first AC: 2023-08-25 · last AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[waipoli's solution](#)

1073.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[waipoli's solution](#)

1074.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[waipoli's solution](#)

1075.

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: dp

[waipoli's solution](#)

1076.

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,116 global accepts · Rating: 2100 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, shortest paths

[waipoli's solution](#)

1077.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[waipoli's solution](#)

1078.

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[waipoli's solution](#)

1079.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,888 global accepts · Rating: 2100 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[waipoli's solution](#)

1080.

1856D

[More Wrong](#) · [Tutorial](#)

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

[waipoli's solution](#)

1081.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,592 global accepts · Rating: 2100 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[waipoli's solution](#)

1082.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2023-08-01 · last AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[waipoli's solution](#)

1083.

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2100 · first AC: 2023-07-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[waipoli's solution](#)

1084.

1154F

[Shovels Shop](#) · [Tutorial](#)

Quality: 3,336 global accepts · Rating: 2100 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[waipoli's solution](#)

1085.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[waipoli's solution](#)

1086.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,506 global accepts · Rating: 2100 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[waipoli's solution](#)

1087.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[waipoli's solution](#)

1088.

1472G

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

Quality: 5,644 global accepts · Rating: 2100 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[waipoli's solution](#)

1089.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[waipoli's solution](#)

1090.

1355E

[Restorer Distance](#) · [Tutorial](#)

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[waipoli's solution](#)

1091.

336D

[Vasily the Bear and Beautiful Strings](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2100 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[waipoli's solution](#)

1092.

1393D

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

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[waipoli's solution](#)

1093.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 2100 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[waipoli's solution](#)

1094.

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,190 global accepts · Rating: 2100 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees

[waipoli's solution](#)

1095.

106E

[Space Rescuers](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2100 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: geometry, ternary search
[waipoli's solution](#)

1096.

811D

[Vladik and Favorite Game](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 2100 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, interactive
[waipoli's solution](#)

1097.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,706 global accepts · Rating: 2100 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings
[waipoli's solution](#)

1098.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,921 global accepts · Rating: 2100 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees
[waipoli's solution](#)

1099.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy
[waipoli's solution](#)

1100.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,215 global accepts · Rating: 2100 · first AC: 2023-05-02 · last AC: 2023-05-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices
[waipoli's solution](#)

1101.

2207D

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

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees
[waipoli's solution](#)

1102.

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2200 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory
[waipoli's solution](#)

1103.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers
[waipoli's solution](#)

1104.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy
[waipoli's solution](#)

1105.

907D

[Seating of Students](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[waipoli's solution](#)

1106.

354E

[Lucky Number Representation](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2200 · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[waipoli's solution](#)

1107.

1670E

[Hemose on the Tree](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[waipoli's solution](#)

1108.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2024-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[waipoli's solution](#)

1109.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2200 · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[waipoli's solution](#)

1110.

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,670 global accepts · Rating: 2200 · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory

[waipoli's solution](#)

1111.

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[waipoli's solution](#)

1112.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[waipoli's solution](#)

1113.

2045H

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

Quality: 795 global accepts · Rating: 2200 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings, string suffix structures, strings

[waipoli's solution](#)

1114.

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, math, shortest paths

[waipoli's solution](#)

1115.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[waipoli's solution](#)

1116.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2200 · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, number theory

[waipoli's solution](#)

1117.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[waipoli's solution](#)

1118.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[waipoli's solution](#)

1119.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, probabilities, trees

[waipoli's solution](#)

1120.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[waipoli's solution](#)

1121.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[waipoli's solution](#)

1122.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[waipoli's solution](#)

1123.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,972 global accepts · Rating: 2200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[waipoli's solution](#)

1124.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2023-09-19 · last AC: 2024-03-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[waipoli's solution](#)

1125.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[waipoli's solution](#)

1126.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings

[waipoli's solution](#)

1127.

1400E

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

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2024-02-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[waipoli's solution](#)

1128.

588E

[Duff in the Army](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-01-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[waipoli's solution](#)

1129.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[waipoli's solution](#)

1130.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings

[waipoli's solution](#)

1131.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[waipoli's solution](#)

1132.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[waipoli's solution](#)

1133.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[waipoli's solution](#)

1134.

1898E

[Sofia and Strings](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[waipoli's solution](#)

1135.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[waipoli's solution](#)

1136.

1485D

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

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[waipoli's solution](#)

1137.

76A

[Gift](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 2200 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, sortings, trees

[waipoli's solution](#)

1138.

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2023-10-29 · last AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[waipoli's solution](#)

1139.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, math

[waipoli's solution](#)

1140.

1695D1

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

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[waipoli's solution](#)

1141.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, number theory

[waipoli's solution](#)

1142.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,249 global accepts · Rating: 2200 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[waipoli's solution](#)

1143.

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: dp

[waipoli's solution](#)

1144.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2200 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[waipoli's solution](#)

1145.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[waipoli's solution](#)

1146.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-09-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[waipoli's solution](#)

1147.

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2023-09-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp

[waipoli's solution](#)

1148.

1772G

[Gaining Rating](#) · [Tutorial](#)

Quality: 1,604 global accepts · Rating: 2200 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers

[waipoli's solution](#)

1149.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,291 global accepts · Rating: 2200 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp

[waipoli's solution](#)

1150.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[waipoli's solution](#)

1151.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[waipoli's solution](#)

1152.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[waipoli's solution](#)

1153.

1867E2

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

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive

[waipoli's solution](#)

1154.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[waipoli's solution](#)

1155.

1650F

[Vitaly and Advanced Useless Algorithms](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[waipoli's solution](#)

1156.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy

[waipoli's solution](#)

1157.

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[waipoli's solution](#)

1158.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2200 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: dp

[waipoli's solution](#)

1159.

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[waipoli's solution](#)

1160.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[waipoli's solution](#)

1161.

1736D

[Equal Binary Subsequences](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2023-07-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[waipoli's solution](#)

1162.

1855D

[Earn or Unlock](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-07-29 · last AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[waipoli's solution](#)

1163.

514E

[Darth Vader and Tree](#) · [Tutorial](#)

Quality: 1,729 global accepts · Rating: 2200 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices

[waipoli's solution](#)

1164.

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2200 · first AC: 2023-07-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[waipoli's solution](#)

1165.

1763D

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

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[waipoli's solution](#)

1166.

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[waipoli's solution](#)

1167.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[waipoli's solution](#)

1168.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2200 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, ternary search

[waipoli's solution](#)

1169.

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[waipoli's solution](#)

1170.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, sortings

[waipoli's solution](#)

1171.

894D

[Ralph And His Tour in Binary Country](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2200 · first AC: 2023-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, trees

[waipoli's solution](#)

1172.

25E

[Test](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 2200 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings

[waipoli's solution](#)

1173.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[waipoli's solution](#)

1174.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math
[waipoli's solution](#)

1175.

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs
[waipoli's solution](#)

1176.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math
[waipoli's solution](#)

1177.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings
[waipoli's solution](#)

1178.

903D

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

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math
[waipoli's solution](#)

1179.

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math
[waipoli's solution](#)

1180.

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,492 global accepts · Rating: 2200 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings
[waipoli's solution](#)

1181.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 2200 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities
[waipoli's solution](#)

1182.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, trees
[waipoli's solution](#)

1183.

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp
[waipoli's solution](#)

1184.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2023-04-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[waipoli's solution](#)

1185.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,613 global accepts · Rating: 2200 · first AC: 2023-04-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[waipoli's solution](#)

1186.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[waipoli's solution](#)

1187.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2023-07-22 · last AC: 2025-12-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, matrices

[waipoli's solution](#)

1188.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[waipoli's solution](#)

1189.

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, probabilities

[waipoli's solution](#)

1190.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[waipoli's solution](#)

1191.

2077C

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

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[waipoli's solution](#)

1192.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[waipoli's solution](#)

1193.

2057E1

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[waipoli's solution](#)

1194.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[waipoli's solution](#)

1195.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2024-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, geometry, greedy, math

[waipoli's solution](#)

1196.

203E

[Transportation](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2300 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[waipoli's solution](#)

1197.

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[waipoli's solution](#)

1198.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[waipoli's solution](#)

1199.

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

[waipoli's solution](#)

1200.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[waipoli's solution](#)

1201.

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

[waipoli's solution](#)

1202.

801E

[Vulnerable Kerbals](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[waipoli's solution](#)

1203.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[waipoli's solution](#)

1204.

1988E

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

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[waipoli's solution](#)

1205.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[waipoli's solution](#)

1206.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[waipoli's solution](#)

1207.

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[waipoli's solution](#)

1208.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games

[waipoli's solution](#)

1209.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[waipoli's solution](#)

1210.

846E

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

Quality: 1,028 global accepts · Rating: 2300 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, trees

[waipoli's solution](#)

1211.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths

[waipoli's solution](#)

1212.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[waipoli's solution](#)

1213.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[waipoli's solution](#)

1214.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[waipoli's solution](#)

1215.

1805E

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

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[waipoli's solution](#)

1216.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[waipoli's solution](#)

1217.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[waipoli's solution](#)

1218.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[waipoli's solution](#)

1219.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[waipoli's solution](#)

1220.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2024-01-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[waipoli's solution](#)

1221.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[waipoli's solution](#)

1222.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2024-01-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[waipoli's solution](#)

1223.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2024-01-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[waipoli's solution](#)

1224.

1919F1

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

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[waipoli's solution](#)

1225.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory
[waipoli's solution](#)

1226.

1916E

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · last AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees
[waipoli's solution](#)

1227.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, math
[waipoli's solution](#)

1228.

585D

[Lizard Era: Beginning](#) · [Tutorial](#)

Quality: 2,038 global accepts · Rating: 2300 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: meet-in-the-middle
[waipoli's solution](#)

1229.

1293E

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-11-25 · last AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy, trees
[waipoli's solution](#)

1230.

1798E

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

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp
[waipoli's solution](#)

1231.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers
[waipoli's solution](#)

1232.

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities
[waipoli's solution](#)

1233.

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2023-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees
[waipoli's solution](#)

1234.

1824B2

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

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[waipoli's solution](#)

1235.

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[waipoli's solution](#)

1236.

1614D2

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

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[waipoli's solution](#)

1237.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2023-09-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[waipoli's solution](#)

1238.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[waipoli's solution](#)

1239.

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2023-08-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[waipoli's solution](#)

1240.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[waipoli's solution](#)

1241.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2023-07-31 · last AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[waipoli's solution](#)

1242.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,328 global accepts · Rating: 2300 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices, number theory

[waipoli's solution](#)

1243.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2300 · first AC: 2023-07-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[waipoli's solution](#)

1244.

1681F

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

Quality: 2,322 global accepts · Rating: 2300 · first AC: 2023-07-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[waipoli's solution](#)

1245.

1706E

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

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[waipoli's solution](#)

1246.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2023-07-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[waipoli's solution](#)

1247.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs

[waipoli's solution](#)

1248.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, strings

[waipoli's solution](#)

1249.

22E

[Scheme](#) · [Tutorial](#)

Quality: 2,080 global accepts · Rating: 2300 · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[waipoli's solution](#)

1250.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2300 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices

[waipoli's solution](#)

1251.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[waipoli's solution](#)

1252.

1482F

[Useful Edges](#) · [Tutorial](#)

Quality: 1,761 global accepts · Rating: 2400 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[waipoli's solution](#)

1253.

449D

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

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[waipoli's solution](#)

1254.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[waipoli's solution](#)

1255.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2025-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory
[waipoli's solution](#)

1256.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2025-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math, trees
[waipoli's solution](#)

1257.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive
[waipoli's solution](#)

1258.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices
[waipoli's solution](#)

1259.

1526E

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

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math
[waipoli's solution](#)

1260.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers
[waipoli's solution](#)

1261.

2038D

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

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation
[waipoli's solution](#)

1262.

2041F

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

Quality: 508 global accepts · Rating: 2400 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, number theory
[waipoli's solution](#)

1263.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data

structures, greedy, implementation, math

[waipoli's solution](#)

1264.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[waipoli's solution](#)

1265.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2400 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[waipoli's solution](#)

1266.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[waipoli's solution](#)

1267.

673E

[Levels and Regions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-07-27 · last AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp

[waipoli's solution](#)

1268.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp

[waipoli's solution](#)

1269.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[waipoli's solution](#)

1270.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2023-04-19 · last AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[waipoli's solution](#)

1271.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[waipoli's solution](#)

1272.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[waipoli's solution](#)

1273.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[waipoli's solution](#)

1274.

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[waipoli's solution](#)

1275.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[waipoli's solution](#)

1276.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[waipoli's solution](#)

1277.

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2400 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[waipoli's solution](#)

1278.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[waipoli's solution](#)

1279.

1732D2

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

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory

[waipoli's solution](#)

1280.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[waipoli's solution](#)

1281.

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: fft, geometry, number theory

[waipoli's solution](#)

1282.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2400 · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, fft, math

[waipoli's solution](#)

1283.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[waipoli's solution](#)

1284.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[waipoli's solution](#)

1285.

1930E

[2..3..4... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-03-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[waipoli's solution](#)

1286.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[waipoli's solution](#)

1287.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy, interactive

[waipoli's solution](#)

1288.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[waipoli's solution](#)

1289.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[waipoli's solution](#)

1290.

835E

[The penguin's game](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[waipoli's solution](#)

1291.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[waipoli's solution](#)

1292.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2024-01-01 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[waipoli's solution](#)

1293.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, sortings

[waipoli's solution](#)

1294.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, implementation

[waipoli's solution](#)

1295.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[waipoli's solution](#)

1296.

1888F

[Minimum Array](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math

[waipoli's solution](#)

1297.

922F

[Divisibility](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2400 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[waipoli's solution](#)

1298.

1882E1

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

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[waipoli's solution](#)

1299.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[waipoli's solution](#)

1300.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[waipoli's solution](#)

1301.

1626E

[Black and White Tree](#) · [Tutorial](#)

Quality: 1,857 global accepts · Rating: 2400 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, trees

[waipoli's solution](#)

1302.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2023-08-23 · last AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[waipoli's solution](#)

1303.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[waipoli's solution](#)

1304.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry

[waipoli's solution](#)

1305.

1736C2

[Good Subarrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2023-07-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[waipoli's solution](#)

1306.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[waipoli's solution](#)

1307.

226C

[Anniversary](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2023-07-22 · last AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, matrices, number theory

[waipoli's solution](#)

1308.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[waipoli's solution](#)

1309.

331D1

[Escaping on Beaveractor](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 2400 · first AC: 2023-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation

[waipoli's solution](#)

1310.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2023-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[waipoli's solution](#)

1311.

26D

[Tickets](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities

[waipoli's solution](#)

1312.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[waipoli's solution](#)

1313.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2024-01-01 · last AC: 2025-02-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[waipoli's solution](#)

1314.

2022E1

[Billetes MX \(Easy Version\)](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 2500 · first AC: 2025-01-30 · last AC: 2025-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, binary search, combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[waipoli's solution](#)

1315.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2500 · first AC: 2025-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[waipoli's solution](#)

1316.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[waipoli's solution](#)

1317.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[waipoli's solution](#)

1318.

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math

[waipoli's solution](#)

1319.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[waipoli's solution](#)

1320.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[waipoli's solution](#)

1321.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[waipoli's solution](#)

1322.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2500 · first AC: 2024-10-28 · last AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[waipoli's solution](#)

1323.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[waipoli's solution](#)

1324.

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, implementation, interactive

[waipoli's solution](#)

1325.

2005E2

[Subtangle Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 2500 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, games, greedy, implementation

[waipoli's solution](#)

1326.

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[waipoli's solution](#)

1327.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[waipoli's solution](#)

1328.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[waipoli's solution](#)

1329.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures

[waipoli's solution](#)

1330.

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[waipoli's solution](#)

1331.

778C

[Peterson Polyglot](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees

[waipoli's solution](#)

1332.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[waipoli's solution](#)

1333.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2024-02-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[waipoli's solution](#)

1334.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2024-02-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[waipoli's solution](#)

1335.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[waipoli's solution](#)

1336.

1796E

[Colored Subgraphs](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[waipoli's solution](#)

1337.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, graph matchings

[waipoli's solution](#)

1338.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[waipoli's solution](#)

1339.

729F

[Financiers Game](#) · [Tutorial](#)

Quality: 1,070 global accepts · Rating: 2500 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: dp

[waipoli's solution](#)

1340.

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,665 global accepts · Rating: 2500 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[waipoli's solution](#)

1341.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[waipoli's solution](#)

1342.

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-30 · last AC: 2023-07-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[waipoli's solution](#)

1343.

1559D2

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

Quality: 3,065 global accepts · Rating: 2500 · first AC: 2023-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[waipoli's solution](#)

1344.

1855E

[Expected Destruction](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[waipoli's solution](#)

1345.

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2023-07-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[waipoli's solution](#)

1346.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, games, graphs, math

[waipoli's solution](#)

1347.

845F

[Guards In The Storehouse](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2500 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[waipoli's solution](#)

1348.

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,187 global accepts · Rating: 2500 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[waipoli's solution](#)

1349.

23C

[Oranges and Apples](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[waipoli's solution](#)

1350.

508D

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

Quality: 4,229 global accepts · Rating: 2500 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[waipoli's solution](#)

1351.

1808E2

[Minibuses on Venus \(medium version\)](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2500 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices

[waipoli's solution](#)

1352.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2023-05-04 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[waipoli's solution](#)

1353.

2150E1

[Hidden Single \(Version 1\) · Tutorial](#)

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2025-10-05 · last AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[waipoli's solution](#)

1354.

1172C2

[Nauuo and Pictures \(hard version\) · Tutorial](#)

Quality: 995 global accepts · Rating: 2600 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, probabilities

[waipoli's solution](#)

1355.

2122E

[Greedy Grid Counting · Tutorial](#)

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[waipoli's solution](#)

1356.

2109C3

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

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[waipoli's solution](#)

1357.

2022E2

[Billetes MX \(Hard Version\) · Tutorial](#)

Quality: 707 global accepts · Rating: 2600 · first AC: 2025-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dsu, graphs

[waipoli's solution](#)

1358.

2045J

[Xorderable Array · Tutorial](#)

Quality: 341 global accepts · Rating: 2600 · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[waipoli's solution](#)

1359.

1987F2

[Interesting Problem \(Hard Version\) · Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[waipoli's solution](#)

1360.

2042F

[Two Subarrays · Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, implementation, matrices

[waipoli's solution](#)

1361.

1762E

[Tree Sum · Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[waipoli's solution](#)

1362.

2053F

[Earnest Matrix Complement · Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[waipoli's solution](#)

1363.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[waipoli's solution](#)

1364.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[waipoli's solution](#)

1365.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[waipoli's solution](#)

1366.

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[waipoli's solution](#)

1367.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[waipoli's solution](#)

1368.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2024-01-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[waipoli's solution](#)

1369.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[waipoli's solution](#)

1370.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[waipoli's solution](#)

1371.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp

[waipoli's solution](#)

1372.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force,

implementation, math, sortings

[waipoli's solution](#)

1373.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2023-07-24 · last AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[waipoli's solution](#)

1374.

811E

[Vladik and Entertaining Flags](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2600 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs

[waipoli's solution](#)

1375.

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[waipoli's solution](#)

1376.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, trees

[waipoli's solution](#)

1377.

2056F1

[Xor of Median \(Easy Version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2700 · first AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[waipoli's solution](#)

1378.

2043F

[Nim](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2700 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[waipoli's solution](#)

1379.

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[waipoli's solution](#)

1380.

2032F

[Peanuts](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2700 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, games, math

[waipoli's solution](#)

1381.

2026F

[Bermart Ice Cream](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 2700 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, implementation, trees

[waipoli's solution](#)

1382.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[waipoli's solution](#)

1383.

778D

[Parquet Re-laying](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[waipoli's solution](#)

1384.

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2024-02-27 · last AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: fft, math, strings

[waipoli's solution](#)

1385.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[waipoli's solution](#)

1386.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[waipoli's solution](#)

1387.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[waipoli's solution](#)

1388.

1856E2

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

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2023-08-05 · last AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[waipoli's solution](#)

1389.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,950 global accepts · Rating: 2700 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[waipoli's solution](#)

1390.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2024-01-25 · last AC: 2025-05-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp

[waipoli's solution](#)

1391.

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[waipoli's solution](#)

1392.

2039F1

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

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[waipoli's solution](#)

1393.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[waipoli's solution](#)

1394.

1828F

[Two Centroids](#) · [Tutorial](#)

Rating: 2800 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar

[waipoli's solution](#)

1395.

1919F2

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

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[waipoli's solution](#)

1396.

2042E

[Vertex Pairs](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2900 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, divide and conquer, greedy, implementation, trees

[waipoli's solution](#)

1397.

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, probabilities

[waipoli's solution](#)

1398.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2023-07-07 · last AC: 2024-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, probabilities

[waipoli's solution](#)

1399.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2024-01-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[waipoli's solution](#)

1400.

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, trees

[waipoli's solution](#)

1401.

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[waipoli's solution](#)

1402.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[waipoli's solution](#)

1403.

1209H

[Moving Walkways](#) · [Tutorial](#)

Quality: 230 global accepts · Rating: 3300 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math
[waipoli's solution](#)

1404.

2018E1

[Complex Segments \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3300 · first AC: 2024-10-02 · last AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings
[waipoli's solution](#)

1405.

1916G

[Optimizations From Chelsu](#) · [Tutorial](#)

Quality: 235 global accepts · Rating: 3500 · first AC: 2024-04-11 · last AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, number theory, trees
[waipoli's solution](#)

1406.

104945G

[Favourite dish](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[waipoli's solution](#)

1407.

104945D

[Flag performance](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[waipoli's solution](#)

1408.

104945C

[Metro quiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[waipoli's solution](#)

1409.

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[waipoli's solution](#)

1410.

104945H

[Break a leg!](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[waipoli's solution](#)

1411.

104945B

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

Rating: — · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[waipoli's solution](#)

1412.

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[waipoli's solution](#)

1413.

104945F

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

Rating: — · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[waipoli's solution](#)

1414.

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[waipoli's solution](#)

1415.

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[waipoli's solution](#)

1416.

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[waipoli's solution](#)

1417.

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[waipoli's solution](#)

1418.

105112C

[Chair Dance](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[waipoli's solution](#)

1419.

105112J

[Jogging Tour](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[waipoli's solution](#)

1420.

105112H

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

Rating: — · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[waipoli's solution](#)

1421.

105112F

[Fixing Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[waipoli's solution](#)

1422.

105112L

[Lateral Damage](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[waipoli's solution](#)

1423.

105112K

[Klompdansen](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[waipoli's solution](#)

1424.

105112A

[Arranging Adapters](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[waipoli's solution](#)

1436.

105259D

[Double Agents](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[waipoli's solution](#)

1437.

105259C

[Parcel Post](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[waipoli's solution](#)

1438.

100820A

[Airports](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[waipoli's solution](#)

1439.

105116D

[AÄ=ÖäCäGC,,AC`5CÔ=D`5 CÄ>CÔ5D\\$K](#)

Rating: — · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[waipoli's solution](#)

1440.

105116C

[A<CÖÖ=C, OC ;Cä:C€](#)

Rating: — · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[waipoli's solution](#)

1441.

105116B

[A :DdDö =C 4CT=DÂ @Cä6CD5CÔ8Dö](#)

Rating: — · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[waipoli's solution](#)

1442.

105116A

[Present Cubinuous](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[waipoli's solution](#)

1443.

104915D

[B,TBOä@D°](#)

Rating: — · first AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[waipoli's solution](#)

1444.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-09-29 · PyPy 3-64 (first AC) · Tags: *special, brute force, implementation
[waipoli's solution](#)

1445.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-09-29 · PHP (first AC) · Tags: *special, expression parsing, strings
[waipoli's solution](#)

1446.

100814C

[Connecting Graph](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[waipoli's solution](#)

1447.

104471A

[Tuples](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[waipoli's solution](#)

1448.

101081G

[7168 – SMOK](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[waipoli's solution](#)

1449.

101741J

[Subsequence Sum Queries](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[waipoli's solution](#)

1450.

103496A

[Alice, Bob, and Cindy, and Dani](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[waipoli's solution](#)